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VIDEO GAMES

THE ULTIMATE GAMING MAGAZINE

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MORTAL KOMBAT

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GENESIS 32X

Popful Mail, BC Rogers, Keio Flying Squadron,
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INPUT

READ THIS EDITORIAL!

Our peerless art director, Jim Loftus, has been bugging me about the fact that *Soundboard*—the reader mail section—has been missing from the magazine lately. "It's the first thing I read when I pick up any magazine," he'd tell me. "We have to get it back in."

There are a lot of reasons why the contents of *Videogames* can change from one month to the next, but one of the main reasons why *Soundboard* had been missing in action was because of the quality of letters we've been receiving. No kidding, we really appreciate it when somebody sits down to write us a letter and tell us what's up...but there are days when it seems as though half of the letters say, "Can you tell me all of the fatalities for *Mortal Kombat II*?" and the other half say, "Here are all of the fatalities for *Mortal Kombat III*!" Of course, we also get a bunch of "You suck" and "Betty,

will you marry me?" letters, but very few of these will make it into the magazine; at least, without heavy editing.

Now, I've been reading videogame-related magazines for over thirteen years. I have old copies of *Videogaming Illustrated* and *Electronic Fun* that are so discolored that the pages won't even stay in place anymore. Looking back, it's obvious that I read every word of certain issues several hundred times; yet, as crazy as I am about video games and the magazines that covered them, I never once took the time to write a letter to any of them. Sure, I was filled with opinions ("Astrocade rules!") and interesting questions ("Who the heck is the Game Doctor, anyway?") but I never had any meaningful contact with the gaming publications until I actually started working for one!

So now it's starting to make sense to me. Maybe those of you guys just aren't the letter-writing type. Maybe you're

totally happy with the magazine and you wouldn't change a thing. (Hey, I can dream...)

In the future, if you see something in *Videogames* that gets a reaction out of you—good or bad—please let us know. If you read something that makes you want to go out and buy a game, drop us a note and say, "Hey, Gabe's review was right on, this game is great!" If you see a cool picture of a new game that you're really interested in, write "I want to see more pictures of *Duelin' Firemen!*" on a piece of paper and mail it to us; hey, we aim to please. If you think we don't know what we're talking about, tell us why! The address is *Videogames*, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA, 90210. (By the way, none of us live in Beverly Hills; we just work here.)

As always, thanks for your support. Keep in touch.

—Chris Bleniek
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CIRCLE #102 ON READER SERVICE CARD.

PRESS START

FIGHTING MY WAY TO CAPCOM

A Look at Capcom's New X-Men Fighting Game and R&D Facility

CHILDREN OF THE ATOM

Sometimes life just sucks," I thought to myself as the airport security made me take off my belt. This was my fourth pass through the metal detector on my way to catch an eight a.m. flight to San Jose to see Capcom's brand spankin' new fighting game for the arcade, *X-Men: Children of the Atom*, that was sure to follow up on the advances made in *Darkstalkers*. But the airport pigs thought I had a bomb, so I was stripping down to my BVDs just to find the piece of metal that was making the pork go into a frenzy.

It was 8:03 and I was dreading the thought that I had missed my 8:00 a.m. flight. An all night skating session at my friend's new ramp had kept me up until four in the morning, and I was still sleepy and sore. With my pants

failing off, security handed my belt back and let me pass. Thankfully, the plane was waiting for R&B singer Babyface, who was late as well.

Capcom is located about 20 minutes from the San Jose airport in a little town called Sunnyvale, heart of the Northern California's Silicon valley. There I met Erin Shiba and Laurie Thornton, keepers of Capcom's mystical video game secrets. They hooked me up with Eric Luther, a member of Capcom's new USA R&D division, who explained the game in detail.

In *X-Men: Children of the Atom*, you can choose from one of eight characters: Cyclops, Storm, Wolverine, Iceman, Red Omega, Pyro, Colossus, The Silver Samurai, a Sentinel or Spiral. You try to defeat each other to go up against Juggernaut and Magneto to see who controls the fate of mutant-kind.

What's really cool about the playing field is that instead of simply a background that scrolls right to left, the game field is also two

screens high, so that when players do a super jump, the screen pans up. To enhance this feature, fireballs can now be aimed up or down to hit players in the air or on the ground. Along with a health bar, each character also has a mutant powerbar that has three levels of effectiveness. On level one, you can do certain moves, on level two you power up for more powerful secret moves and when fully charged, the bar lets you do a super move that allows you to combo your opponent to death.

Another cool feature of the game helps all you fighting game novices out there by placing automatic blocking into the game. Since you don't have to worry about blocking, you can concentrate on finding moves and combos. Look for a complete moves list and strategy guide in next month's issue of *VideoGames*.

—Nikos Constant

The Game



The Good Mutants



The Bad Mutants



Choose Automatic blocking if you want to cheat.



The screen is actually two playing fields high, so when both characters do a super-jump, you'll see a different background.



Watch out when Juggernaut picks up the pinball, or you'll be playing the wrong end of mutant baseball.



The final boss, Magneto, sets up his magnetic force field making him practically invincible.



Select your mutant.



Super Samurai roars like Wolverine in the face.



Like Dark Stalkers, X-Men counts first attacks and combos.



Tech Hits are like the combo breakers in Killer Instinct.

A Pictorial Tour of Capcom's Offices



In addition to letting me see *X-Men: Children of the Atom*, Erin and Laurie bought me lunch and took me on a tour of Capcom's facilities.



The day I visited they had a special employee luncheon to celebrate the opening of Capcom's new U.S. Research and Development office. It's rumored that they're designing the new *Street Fighter III* parts in the US offices. Here are the remnants of the employee luncheon.



This is the employee cafeteria that has a Capcom mini-arcade where employees can play Capcom games for free, even *Buster Bros.*



Capcom's USA President Ryuhki Hiroshi, do the loose-lit pants "Yowah!"



Ash Moore and Steve Hanawa, heads of the R&D program, in the file of *Street Fighter II* at their hands?



Alex J. Jimenez, Capcom's lead developer. Though it was developed in Japan, Alex was X-Men's lead game designer, consultant and script supervisor. He has worked on a gaggle of Capcom arcade games, the last one being the *Gungame* and *Dragonair* arcade RPG.



The "Kids Room" is where all of Capcom's Game Counterfeiters answer your questions. This is Chris Krause, one of Capcom's gaming guru and a fan of Hong Kong cinema.



Philo Reed and Eric Luther are members of the game development team. Philo used to work in a prison guarding Charles Manson and Sean Schem. Eric went to school at UC Santa Cruz.

SEGA PINBALL MAKES A MONSTER

In addition to playing rounds upon rounds of *Darkstalkers* when they go to the arcade, Nikos and Gabo always drop a ton of quarters into the pinball machines. Sega has introduced a new pinball machine—based on the film *Mary Shelley's Frankenstein*—to suck the change out of their pockets.

It's got it all: triple flippers, four turbo bumpers, orbit shots, multiple ramps and a creepy-looking motorized Frankenstein in the middle of the whole deal. The machine incorporates a new display technology called HOHO and features art from pinball paint-wizard Paul Farris. The best thing about the machine is the soundtrack option: You can actually have the machine play Edgar Winter's instrumental rock classic, "Frankenstein." It's like the '70s are all over again, baby!



PEOPLE ACTUALLY DO WIN!

VideoGames recently received a great letter from the winner of our Win Johnny Cage's Jacket contest, Nick Miller. In addition to thanking us profusely, Nick told us about his burgeoning career in Tae Kwon Do! He told us that he practices five times a week at Meng's Martial Arts school, and when he's not doing that, he's usually playing *Mortal Kombat II*. Check out this cool picture of Nick giving GO-style in his prize. But remember, Nick: Just because you've got Johnny Cage's Victory Sports Jacket doesn't mean you can start punching the heads off of neighborhood kids, dig?



VIRTUAL UNLIKELY



These glasses from Virtual IO make your TV, video game system, or computer come alive with pleasure.

The effect is pretty cool, but at \$600, they're probably way out of your price range right now. Until you can afford them, stare at a picture of this lucky kid who got to wear a pair.

MAGIC: THE GATHERING COMES TO COMIC BOOKS

If you're into video games, you're probably already a comic book geek, and you've probably already become addicted to the phenomenally popular card game, *Magic: The Gathering*. Armada Comics (a new division of Acclaim) has you on their mind, buddy. By the time you read these words, the first issues of two mini-series, "The Shadow Mage" and "Ice Age," will be flying off the shelves of your local sunnyside store. The first of these follows the adventures of Jared, a young apprentice who must avenge his father's death at the hands of a powerful entity called the Planewalker. The second series will be based on the new set of *Ice Age* expansion cards for *Magic*, set to be released sometime in early 1995. Jeff Gomez, the writer for both series as well as editor of Armada comics, says that *Magic* fans won't be disappointed with their interpretation of the cards' world, and with noted fantasy artists like Val Mayerik, Charles Vess and Rafael Kayanan on board, he's probably right. Look for your bonus *Magic* card in each issue and keep an eye out for future *Magic: The Gathering* comics from Armada.



Magic: The Gathering comic book. (almost)



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SEGA CD



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CIRCLE 103 ON READER SERVICE CARD

SOUNDBOARD

THUNDERCATS ARE LOOSE!

Dear VoroGAMES,

Do you know who this is a picture of? Think way back. That's right—it's Lloro from the old cartoon series, *Thundercats*. Whatever happened to those guys? When they were on, they used to be my favorite heroes. Don't you think that they should be put back on the air? Anyway, I hope you enjoy the picture. *Thundercats* are loose!

—Jon Davidenas
Troy, Illinois



Hey, Jon, do you know just why *Thundercats* never lasted? It's because nobody ever made a *Thundercats* video game! Think about it; you could say exactly the same thing about shows

like *SilverHawks*, *Mighty Orbits*, and even *Battlestar Galactica*. No video game, no long-term success. Hey, if you're not going to be a video game, you gotta be a Pez dispenser, at least.

WHAT'S IT LIKE?

Dear VG,

I really love your magazine. It really kicks butt. Your magazine really is the #1 gaming magazine. You give all of those hints about games. You'll always be my favorite magazine. I wish I could be just like you guys. Is it fun playing every game on the market?

—Edward Hearn
Charlotte, North Carolina



Edward, you have no idea. If you know us personally, you'll hear us complain a lot about editorial headaches, deadlines and writer's block—but the one thing that

makes it all worthwhile is being able to play games before they are actually released in the stores. We may not be the most popular video game magazine, but we really care about what we're doing here, and it's great when people like you are able to pick up on that.

WE SUCK LESS

Dear All You [CENSORED]s at VG,

You guys suck. Your mag has morphed into a juvenile, obnoxious publication almost as bad as *GamePro*. (Well, you guys are a little better.)

I used to pray that the magazine would never change, but it did. You once said that you always stick to a limited number of primary colors per page. What's this [CENSORED]? You guys are stupid. You ruined the only sophisticated mag out there. I leave you with a curse: May hairy leas infect you [CENSORED] amppit!

—Dave/Mike/Kurt [CENSORED] You'
Donovan

Bloomington, Minnesota

P.S. Even though your mag sucks, you guys are pretty cool. Especially Zach. Zach rock!

P.P.S. Zach: Get a haircut!

Thanks, man; after a long day of playing *Donkey Kong Country*, it's great to sit down and read a letter from a "sophisticated" reader, as opposed to all of those "juvenile, obnoxious" letters we get from guys like Russ Perry Jr. all the time. Zach sends his regards.



ASK AWAY

To the Editors of VG,

I have some questions I would like you to answer.

- 1.) Do any of you like or have a ColecoVision?
- 2.) Who is the weirdest out of y'all? (I live in the South.)
- 3.) Do any of y'all like Nirvana?

Sorry, I ran out of paper!

—James Lloyd
Jacksonville, Florida



Venture and Time Pilot (above) for the ColecoVision game system.

1.) Yup, Chris B., Nikos and Jim all have ColecoVision machines and like 'em. Chris' favorite CV game is *Venture*, Nikos' is *The Dukes of Hazzard* and Jim's is *Time Pilot*.

2.) Gotta be Gabo. He actually likes the South.

3.) "Of course," says Nikos, "they're the band of our generation."

32XCELLENT

Dear Chris Gore:

I've only purchased one issue of *VoroGAMES* (December 1994) and already I'm disappointed after reading your editorial trashing the 32X. I would rather purchase the 32X for \$160 than buy a CD system (which is inferior when compared to 32-bit) for \$220—the same goes for "unproven" high-end consoles like the 3DO and Jaguar. Out of all the Jaguar games, how many are actually good? Two or three? They don't even have major licenses like Konami or Capcom. As for the 3DO, it's all show and no go. How many of their games received a perfect score compared to SNES or Genesis?

Why complain about the 32X when there are people who spent \$500 on a Neo-Geo, which is 24-bit and releases nothing but stupid fighting carts that cost \$200 each? Their new CD system is too



little, too late, especially when the Saturn or Ultra 64 debuts.

In defense of Sega, I give them credit for upgrading the Genesis system instead of a Game Boy adapter for the SNES, which is a ridiculous idea. You might as well hold on to your old 8-bit NES.



Remember this: Too many systems and too few choices will end the video game industry as we know it. Anyway, I respect your honesty and will continue to read your mag. Who knows? In time you may change your opinion about the 32X. Don't forget that games like Doom, Star Wars Arcade and Virtua Racing Deluxe were produced in a record five months. Not bad for first-generation carts, eh?

—Jeff Britton
New York, New York

Doom, Star Wars Arcade and Virtua Racing Deluxe are indeed the cream of the 32X crop right now. Unfortunately, Gore's main objections to the 32X were that it comes with no pack-in game and that many of the early titles (Cosmic Carnage, Space Harrier) showed little or no improvement over the 16-bit quality we've been enjoying for over five years.

Super Game Boy a ridiculous idea? Donkey Kong or Space Invaders might change your mind about that. Also, some of those "stupid" Neo-Geo fighting games are considered among the best examples of the genre, well worth the \$200 for players who spent hundreds of quarters playing the arcade versions.

You're right about the 32X, though; in time, as the games get better and more plentiful, our opinion about the hardware will probably change.

32XCREMENT

Dear VG,

What is Sega trying to pull? OK, here's

the scenario: Christmas morning, I open my gift, which was a 32X and two games, Doom and Virtua Racing Deluxe. I run up to my room, rip it open...and sit there for about 20 minutes trying to put the freakin' thing together! Finally I put my games in and only hear sound and see part of my screen. Then I find out that the only way I'm going to get to play my games is if I go out and dish out another 20 bucks to buy an RF switch adapter type of thing!

I don't understand why they couldn't just put a sticker on the box saying this, or even pack one in to make up for the absence of a game. I think this was just another scam to get as much money out of the people as possible.

—Scott Noone
Dorchester,
Massachusetts

We had a similar problem here at the VG offices; boy, when that 32X showed up, you could hear Gabe cussin' and holerin' all the way down the hallway as he tried to untangle and connect all of those goofy 32X wires and power cables.



COOL SPOT

Dear VideoGames,

When I am playing Mortal Kombat II, I notice that when I do Baraka's stab fatality or Kitana's fan lit, there's a spot that appears on Mileena or Kitana's leg. Is this a birthmark?

—Wayne Oilwater
Manassas, Virginia



If it was a birthmark, it wouldn't appear and disappear like that. Our guess is that it's the shadow of a muscle that's really workin' when certain moves are happening.

CONTEST WINNERS!

Mortal Kombat II Autograph Contest



T. B. Miller
Spartan, Utah area



John Wilson
Oxnard, California



Harold Schaefer
Broomfield, Colorado



Ramon Rodriguez Jr.
Arroyo, California



Ranma 1/2 Hard Battle Contest



Adam Pruzgoged
Lancaster,
Pennsylvania



Justin Abbott
El Sobrante,
California



Adam Blatz
Springfield, Missouri



The "Ranma Family"
Tokyo, Ohio

THE GORE SCORE

I'm back with the dirt you love to read. The game wars of 1995 are heating up as the big boys prepare for the May show. Everyone is rushing to get product ready to show for the Electronic Entertainment Expo in our hometown, sunny Los Angeles.

NAMCO TO RELEASE RIDGE RACER ON PC AND 3DO:

Namco, the Japanese geniuses behind *Ridge Racer* on Sony's PlayStation, are all set to unleash PC CD-ROM and 3DO versions of their hot racer. Namco will handle the conversions themselves, both scheduled to debut this fall, and hopes are high for accurate conversions. An inside source already points out that the Pentium version will look at least as good as the PlayStation game. This is just the beginning for Namco, who also have plans for a conversion of *CyberSled* on PC, but details are scarce at the moment. Their 3DO version of *Starblade* is not only cool, but also better-looking than the original arcade game!

SHINY ENTERTAINMENT PLAN FIGHTING GAME:

The wonderful team behind the phenomenal action game *Earthworm Jim* are diving worm-first into new territory. There are virtually no details at this point, but the creative team at Shiny Entertainment are hard at work on what Dave Perry described at last year's ECTS as "the ultimate fighting game!" Dave also confided that the game would be more than the standard two-dimensional perspective. Features to be included are the ability to use background objects as weapons, multi-level gameplay, so you're not confined to the floor. Imagine a fighting game with some action elements—so there should be ladders and platforms and stuff. No name, no release date and no pictures as yet. Rest assured though, we'll be first with the info when it arrives.

MORTAL KOMBAT III WILL APPEAR ON ALL FORMATS:

Late last year there was a little confusion regarding which machines would actually receive conversions of *Mortal Kombat III*. (More than confusion—some magazines reported some false rumors.) The property is so hot that people were asking for the license before they had even seen the game. Originally, Midway signed a deal with Nintendo and a lot of people assumed that the Ultra 64 would get the exclusive rights. Midway weren't stupid though, and realized that the more versions they made, the more money they'd get. So the result is that *MKIII* is now being developed for every major format, with Saturn, PlayStation, Ultra 64, SNES and Genesis conversions on the way.

Industry News You Can Trust

UNCONFIRMED RUMORS GALORE! In the spirit of investigative journalism, we thought we'd tease you with a bunch of stuff we heard in the bathroom. Not a single word of this is confirmed and frankly, it might not even be true, but this is what we heard...we heard that Ultra 64 will be a CD-only machine. Like PlayStation and Saturn, the machine will ship with a built-in double/triple speed drive, with *Killer Instinct* or *Cruis'n USA* as the pack-in. Expect to see a six-button Super NES-style joystick for Ultra 64 and a cool new look all around. Ultra 64 will definitely have CD software, but that may require an add-on. We'll see...3DO will produce a new all-in-one machine before Christmas, featuring the brand new M2 Power PC technology. The M2 add-on is already in its final development stages and will appear as a cartridge by this fall. This will give the 3DO a much-needed shot in the arm, now that it's being outgunned by PlayStation and Saturn...PlayStation has overtaken Saturn on sales in Japan. A better software catalogue and wider availability have given Sony a slight lead. Since Sega and Sony both claim to be ahead, we're reserving judgement. ...Nintendo will unveil their Super Famicom channel in the USA. They already have a Satellite adapter and TV channel in Japan and they may release the system in the USA late this year. The BS-X Satellaview system allows players to download games, cheats and info to their Super NES console, saving data on weird Super Game Boy-style carts....*Married with Children's* Al Bundy is the hidden character in *Mortal Kombat III*. Believe it or not. Apparently, using a difficult keypress, players can access the mysterious Bundy, whose special moves include the Thunder-crotch-scratch, and the Sonic-belch. Rumors circulating that Kitana is actually Peg Bundy in disguise are completely unfounded....The game cartridge is on its way out. High production costs and low sales are forcing everyone to the cheaper CD market.

When the E3 show arrives in May, I'm inviting all my friends to a huge party. Heck, this is my town! Looking forward to seeing all you guys: Ed, Steve, John, Todd, Danyon, Jason, Wes, Andy, Lawrence, Chris, Vince, Jeff—the whole gang. Even that weird guy, spawny West. In the meantime, if you are over 18 and live in the Los Angeles area, I'd love to employ you at *VIDEOGAMES!* Do you know how hard it is to find people who can execute one of *Killer Instinct's* 27-hit ultra-combos and can form a complete sentence? If you can write and play games, send me a letter and let's talk summer job. Until next month, see you at the arcade.

—Chris Gore
Editor-in-Chief

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**Premiere Issue on
sale May 23rd**

See subscription ad on page 80

TIPS & TRICKS

If you have any **TIPS & TRICKS** (that you haven't seen) printed anywhere else, put them on a piece of paper or a postcard and send them to us at **VideoGames**, Attn: **Tips & Tricks**, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. If you're the first to tell us about a valuable new tip or trick, we'll print it and send you a cool new controller for your Super NES or Genesis, courtesy of STD Entertainment!



Secret Characters

Here are our first findings in the new version of NBA JAM. To enter each code, you must enter the initials shown along with an appropriate button and the **START** button.

For example, if you want to enter the Larry Bird code on the SNES, you must enter the initials **BRD** by pressing the code buttons **A**, **Y** and **A** along with the **START** button as follows: First highlight the initial **B**, hold **START** and press the **A** button. Next, highlight **R**, hold **START** and press **Y**. Finally, put the cursor on **D**, hold **START** and press **A**.

As you can see, on our list of initials and codes, the procedure for accessing Bird on the Genesis is the same, except you have to enter the middle initial **R** with the **C** button and **START** instead of **Y-START**. **IMPORTANT NOTE:** When a code includes the button **N**, that means that you can enter the corresponding letter with any button, but you must not hold **START** while you're doing it. All other buttons in the "code" must be pressed while holding the **START** button down. Got it? Here are the codes we have so far.



To play as Larry Bird, put the cursor on **B**, hold **START** and press **A**.



Then put the cursor on **R**, hold **START** and press **Y** (Genesis owners: Press **C** instead of **Y**).



Finally, put the cursor on **D**, hold **START** and press **A**.

SUPER NES

Chow-Chow

Initials: **AMX**

Code: **NAY**

Larry Bird

Initials: **BRD**

Code: **AYA**

Gorilla Mascot

Initials: **GOR**

Code: **NBB**

GENESIS

Chow-Chow

Initials: **AMX**

Code: **NAC**

Larry Bird

Initials: **BRD**

Code: **ACA**

Gorilla Mascot

Initials: **GOR**

Code: **NBS**



The code will be entered and the screen will say "Secret Player."



Now you can play as the pride of French Lick.



To play as Axl "Chow-Chow" Chaudin, highlight **A** and press any button, highlight **M**, hold **START** and press **A**, then highlight **X**, hold **START** and press **Y**. (Genesis owners: Press **C** instead of **Y**.)



To play as the Phoenix Suns game mascot, highlight **G** and press any button, highlight **O**, hold **START** and press **B**, then highlight **R**, hold **START** and press **B**.

SECRET PLAYER

HINT HOT LINES!

Are you still having trouble with your favorite game? Well, VideoGames doesn't give out tips over the phone—but here is a lot of people who do.

Hotlinks of America Inc.
(206) 885-PLAY
HOURS: Monday through Saturday—1 a.m. to midnight (Pacific Standard Time); Sunday—8 a.m. to 7 p.m. (Pacific Standard Time)
COST: Standard long-distance rates to Redwood, Washington, apply
TIPS: Nintendo's game counselors (and questions about any licensed game for the NES, Super NES or Game Boy

Sega of America Inc.
(415) 591-PLAY
HOURS: 5 a.m. to 5 p.m. (Pacific Standard Time) seven days a week
COST: Standard long-distance rates to Redwood City, California, apply
TIPS: Sega's game counselors field questions about any Sega game for the Genesis, Sega CD, Game Gear or Master System. Questions about third-party games are not covered by Sega's counselors; they will, however, refer you to the appropriate phone numbers for tips on licensed titles.

Atari Corp.
(900) 737-ATARI
HOURS: 24 hours a day, 7 days a week
COST: \$5 per minute
TIPS: Atari's Game Line offers Touch Tone menus with recorded messages of tips and strategies for recent Atari games for the Leno and Jacques.

Turbine Technologies Inc.
(310) 337-6916
HOURS: Monday through Friday—9 a.m. to 6 p.m. (Pacific Standard Time)
COST: Standard long-distance rates to Los Angeles, California, apply
TIPS: TTI's game counselors field questions about any NEC, TI or Working Designs game for the TurboGrafx-16 or Duo.

Electronic Arts
(900) 288-HINT
HOURS: 24 hours a day, seven days a week
COST: \$56 for the first minute, 75¢ each additional minute
TIPS: Recorded messages provide tips and passwords for Electronic Arts games; game counselors may also be available during normal business hours.

U.S. Gold (Publishers Gameset)
(900) 288-GAME
HOURS: 24 hours a day, seven days a week
COST: \$56 per minute
TIPS: Touch-Tone menus of recorded messages offering tips and strategies for U.S. Gold's Flashback for the Genesis and Super NES.

Data East
(900) 4545-HELP
HOURS: 24 hours a day, seven days a week for recorded messages, or 9 a.m. to 5 p.m. (Pacific Standard Time) Monday through Friday for sports game counselor assistance
COST: \$56 for the first minute, 75¢ each additional minute
TIPS: Tips and strategies for Data East's Shadowrun for the Super NES are the primary resource, but help is available for many other Data East titles.

Passcodes

These codes will help you conquer both the worms and the crazy houses for control of the spice.



Atreides

- 2 Diplomatic
- 3 SpiceDance
- 4 EternalSun
- 5 DeathHunter
- 6 FarMental
- 7 ASHLIKENNY
- 8 SonicBlast
- 9 DuneRunner

Harkonnen

- 2 Demolition
- 3 SpiceSaiyr
- 4 BurningSun
- 5 DarkHunter
- 6 EvilMental
- 7 IY\$JOEBWAN
- 8 Devastator
- 9 DeathRuler

Ordos

- 2 Domination
- 3 SpiceSaber
- 4 ArrakisSun
- 5 ColdHunter
- 6 WilyMental
- 7 StyMelanie
- 8 StealthWar
- 9 PowerCrush



Passcodes

In case you can't figure these out, these codes also work on the Macintosh version of the game.



GAME GENIE CODES

Codes for use with Game Genie's Game Genie Video Game Enhancers

STAR TREK GENERATIONS: BEYOND THE NEXUS

(Absolute for the Game Genie)



- 3A2-99C-2A2—Initial attack
- 001-77D-997—Initial power for phaser banks
- 095-F67-3BE—Initial attempts at subgames

WORLD SERIES BASEBALL '95

(Sega for the Game Genie)



- 3A1-FD9-2A2—No balls (P/N)
- 3A1-C09-2A2—No strikes
- 3A5-1A1-2A2—No outs (except for strike outs)

SONIC THE HEDGEHOG: TRIPLE THROB

(Sega for the Game Genie)



- 99A-E6E-666—Start with 100 lives
- 033-AFC-E6E—Each ring worth 5
- 3B3-A4E-032 + 033-A5E-F77 + 003-A6E-A3D—Finish the first part of an Act and warp to the next Act
- 008-FFC-088—Very little dash time after getting hit
- 3A9-D3C-2A2—Get hit and stay invincible
- 00A-EBC-3AC—Start with no continues
- 3A5-46E-2A2—Initial continues

Easy

- | | |
|------------|---------|
| Chapter 2 | bosak |
| Chapter 3 | engret |
| Chapter 4 | raima |
| Chapter 5 | tiya |
| Chapter 6 | latra |
| Chapter 7 | darlin |
| Chapter 8 | molok |
| Chapter 9 | morag |
| Chapter 10 | tantiss |
| Chapter 11 | oswafi |
| Chapter 12 | kksatu |
| Chapter 13 | renez |
| Chapter 14 | lienna |
| Chapter 15 | pekka |
| End | norval |

Normal

- | | |
|------------|---------|
| Chapter 2 | bothan |
| Chapter 3 | heeglio |
| Chapter 4 | leenf |
| Chapter 5 | thrawn |
| Chapter 6 | lwyl |
| Chapter 7 | mazric |
| Chapter 8 | julpa |
| Chapter 9 | morri |
| Chapter 10 | muffak |
| Chapter 11 | raskar |
| Chapter 12 | jhoft |
| Chapter 13 | ithor |
| Chapter 14 | umwak |
| Chapter 15 | orlok |
| End | niklon |

- | | |
|------------|--------|
| Chapter 2 | bordak |
| Chapter 3 | skynoc |
| Chapter 4 | dafel |
| Chapter 5 | jedgar |
| Chapter 6 | madma |
| Chapter 7 | tarkin |
| Chapter 8 | mothma |
| Chapter 9 | glayyd |
| Chapter 10 | ottega |
| Chapter 11 | nishi |
| Chapter 12 | izrina |
| Chapter 13 | karrde |
| Chapter 14 | vonzel |
| Chapter 15 | ossus |
| End | melani |

EARTHWORM JIM GENESIS

THE SQUIRRELY WORTHY CODE COMPILATION

Codes, codes, codes! The cheats for Earthworm Jim seem almost infinite. When will they stop? Who knows, but at least they keep coming. To put a little bit of easy action into this sneaky snake, try some of the following. All of the codes are done with the game PAUSED!

David Perry's Private Cheat Mode



With the game paused, type in the code **A-Left, B, B, A, A-Right, B, B, A**



This screen with the Shiry crew will pop up...



...and then you will find the main cheat menu.



You can turn on invincibility...



...play any level...



...pause the game without having it go dark...



...or scroll around and look at the entire game map!



Plasma Recharge



With the game paused, type in the code **C-Down, A, B, C, A, B, A, C**. Jim will say "Chester! Plasma!"



Unpause the game for 5 plasma shots. You can do this code as many times as you want during the game to refill your Plasma shots.

Extra Jim



With the game paused, type in the code **B-Up, B, A, C, A, A, A, A**. Jim will say "Chester! Where Doggy!"



Unpause the game for an extra Jim. You can repeat this code as much as you want to build and re-build your supply of Jims.

Health Recharge



With the game paused, type in the code **A, C, C, A, B, B, A, C**. Jim will say "Chester!"



Unpause the game to see your health go back to 100%. You can only do this code once per level.

Extra Continue



With the game paused, type in the code **A, B-Left, A, B, A, B, C, A**. Jim will say "Chester!"



Unpause the game for an extra end of game continue. You can only do this code once.

Weapon Recharge



With the game paused, type in the code **A, B, B, B, C, A, C, C**. Jim will say "Chester! Yippe!"



Unpause the game and your weapon will charge back up to 100%. You can recharge your gun as much as you want during the game.

Skip Level 1



With the game paused, hit **Left, Right, A, B, C, Left, Right, A**. Jim will say "Chester!"



Unpause the game to go to Heck.





Tons of Codes

You're probably a total gaming loser if you're having trouble with Donkey Kong Country, but if you need some help, here's a code for 50 lives. (Go to the "Select A Game" screen and highlight the "Erase Game" option. Then enter the code **B, A, R, R, A, L** ("BARRAL") to start the game with 50 lives. **WARNING:** Be careful when you do this code, because if the "Erase Game" option starts flashing, you could erase your game. **DO NOT DO THIS!** (Unless of course you want to.)

To access the Music Test, enter **Down, A, R, B, Y, Down, A, Y** ("DARBY DAY") with the "Erase Game" option highlighted (like the extra lives code). **REMEMBER NOT TO ERASE YOUR GAME!** To cycle through the sounds, just use the **SELECT** button.

To get a little competition into the game, enter the code **B, A, Down, B, Up, Down, Down, Y** ("BAD BUDDY") with the "Erase Game" option highlighted. **REMEMBER NOT TO ERASE YOUR GAME!** Select a two-player team mode game. Usually, the inactive player can't play until the active one relinquishes control. Now the two players can fight over the control of the game.

If you want to be an expert at playing the bonus rounds, the programmers have included a practice level at the beginning of the game. Unfortunately the Bonus Rounds you play don't count for lives during the real game.

WARNING!



When you highlight "Erase Game" make sure you don't erase the games that you have already saved. When "Erase Game" flashes red, **DON'T SLIP!**

50 Lives



Highlight "Erase Game" and enter the code **B, A, R, R, A, L** ("BARRAL"). You will hear a chime.



Start the game and you will now have 50 lives.

Music Test



Highlight "Erase Game" and enter the code **Down, A, R, B, Y, Down, A, Y** ("DARBY DAY"). You will hear a chime. Use the **SELECT** button to cycle through all of the different sounds.

Two-Player Competition



Highlight "Erase Game" and enter the code **B, A, Down, B, Up, Down, Down, Y** ("BAD BUDDY"). You will hear a chime.



Start any two-player game.



You and an adversary can fight for control of the Kongs.

Practice Bonus Rounds



Enter **Down, Y, Down, Down, Y** ("DYDDY") during the game's intro.



You will go to the screen that lets you play any of the bonus rounds.



Practice getting all of the new golden dolls.



STAGE SELECT!

For Sega CD/Genesis

If the skating dinosaur frustrates the hell out of you, go to the Title Screen and on Controller 2 enter the code A, C, Down, Right, Up, B. A stage select will appear so that you can cheat.



On CONTROLLER 2 enter the code A, C, DOWN, RIGHT, UP, B



Use the stage select.



...to kick back out to the "Start" screen. Start the game.



...to get to any level.

STAGE SELECT!

For Super NES

Fulfill your lofty desires by going to the Title Screen and on Controller 2 enter the code Right, A, Down, Right, Y, X. Use the stage select to get crazy.



On CONTROLLER 2 enter the code RIGHT, A, DOWN, RIGHT, Y, X.



Use the stage select.



...to get to any level.

O.G. Pac and Pac Jr.

To play some old school arcade games on the Genesis version of Pac-Man 2, try entering the following codes at the password screen. Enter PCMN0RG to play the original Pac-Man game, and enter PCJRDPW to play Pac Jr.



Enter the code PCMN0RG.



...to play the original Pac-Man



Gobble gobble!



Enter the code PCJRDPW.



...to try Pac Jr.



Whoo Nelly!



NIGHT DRIVING

To add a little spice to this flavorless driving game, try out all the tracks at night! Go to the Options menu and highlight "Weather." Then press B, 4, 7 and 5. You will now have the option of driving at night.



Enter 5, A, 7, and 5 with the "Weather" option highlighted.



Now you have the option of driving at night at night.



Spooky!



SAVE ANYWHERE

During a normal game of Vixy, there are sections where you're not allowed to save your game. To get around this limitation when you're in one of those areas, call up the menu and highlight the "STATUS" option. Next, hold the **START** button and point the D-pad diagonally in the **Down/Left** position. When the cursor moves down to the previously-unavailable "SAVE" option, quickly press the **A** button and you'll get the save menu whenever you want it, even in the last two cities near the end of the game.



Highlight "STATUS", then press **START + DOWN/LEFT + A**.



Now you can save all over the place. Yay!



4-PLAYER BATTLE GAME!

Is this the last of the WOW duos? Behold the two-player "VS" mode. The player on the right should select a character and hold **DOWN/RIGHT**. A, B, C and **START**. The player on the left must hold **UP/LEFT**, L, R and then hit **START**. You'll enter a hidden 4-player battle game that accommodates up to four players!



Select a "VS" game.



The right player should select a character and then hold **Down/Right**, A, B, C and **START**.



The player on the left should select a character then hold **Up/Left**, L, R and then hit **START**.



4-way space play!



For Use With Data's Pro Action Replay Game Busting Cartridges

EARTHWORM JIM

Playnotes for the Super NES!



7E99-2338—Unlimited lives
7E99-2526—Unlimited money
7E91-2A3X—Level select (D, 1A)
7E97-0022—Super Jump

HICKEY MANIA

Easy Hugs for the Super NES!



7E94-0505—Unlimited lives
7E91-3728—Invincible
7E95-0725—Unlimited lives
7E94-0C83—Unlimited money
7E98-1000—Activates the 25th in final select screen

SUPER POWDERPUNK

Hidden Soft for the Super NES!



7E10-6034—All lives
7E25-1229—Invincible
7E10-6992—OK Bomb Blast
7E04-5194—End sequence
7E10-0035—1 billion balls across
7E22-4692—Speed head with top hat
7E30-4023—Open balls but don't blast
make impossible levels

THE LION KING

Virgins for the Genesis!



FF0C-3A16—Unlimited lives
FF0C-8001—Always have all Simba

SONIC & KNUCKLES

Save for the Genesis!

FF77-20025—Instant top speed
FF70-880F—Can breathe under water without dying
FF82-8001—Invincibility
FFFF-10007—Use with code below to become Super Sonic/Knuckles
FFP2-10053—Use with above code



DOOM SUPER CHEATS

For easy access to all of the inner secrets of *Doom*, try some of these cheats on for size.

GOD MODE

Start the game, press **PAUSE**, hold down the "STAR" key (*) and unpauses the game. The eyes of your warrior will turn yellow and you will be invincible to any attack.



Pause the game



Hold the "STAR" key (*) and UNPAUSE the game. The eyes of your character will turn yellow and you will be invincible.

LEVEL WARPS

A warp is any level. PAUSE the game and hold down the specified codes.

- Area 1: Hold C+1 and Unpause
- Area 2: Hold C+2 and Unpause
- Area 3: Hold C+3 and Unpause
- Area 4: Hold C+4 and Unpause
- Area 5: Hold C+5 and Unpause
- Area 6: Hold C+6 and Unpause
- Area 7: Hold C+7 and Unpause
- Area 8: Hold C+8 and Unpause
- Area 9: Hold C+9 and Unpause
- Area 10: Hold A and Unpause
- Area 11: Hold A+1 and Unpause
- Area 12: Hold A+2 and Unpause
- Area 13: Hold A+3 and Unpause
- Area 14: Hold A+4 and Unpause
- Area 15: Hold A+5 and Unpause
- Area 16: Hold A+6 and Unpause
- Area 17: Hold A+7 and Unpause
- Area 18: Hold A+8 and Unpause
- Area 19: Hold A+9 and Unpause
- Area 20: Hold B and Unpause
- Area 21: Hold B+1 and Unpause
- Area 22: Hold B+2 and Unpause
- Area 23: Hold B+3 and Unpause
- Area 24: Hold B+4 and Unpause

FULL POWER-UP CHARGE

Start the game, press pause, hold down the "POUND" (#) key, and unpauses the game. You will have full health, armor, keys, weapons, and ammo.



Pause the game



Hold the "Pound" (#) key and UNPAUSE the game. You will have a full power-up.

LEVEL WARPS



Pause the game



Hold down any of the above button combinations and UNPAUSE the game. The next level will start loading.



You will warp to whichever level you choose.

LEVEL SELECT

TIPS & TRICKS

This is one of the best cheats we've seen in a long time, and it was sent to us by Pam Cosce, a gamer from the beautiful town of Austin, Texas. Not only does this cheat give you a complete level select for *Demolition Man*, a sound test and a way to see the end of the game, it also allows you to play five different bonus levels that are set in the Virgin Games offices.

To do the cheat, **PAUSE** the game on any level, and enter the code **L button, A, Up, Down, R button, Up**. The passcode will change to say **"#PWR."** This is the game's teleport ability. With the game still paused, press and hold the **B** button—a Level Select will appear in the passcode boxes. While still holding **B**, push **Up** or **Down** on the D-pad to select a level. When you want to warp, release **B**. The secret Virgin office levels are labeled "VRGN 1, 2, 3, 4 and 5." Check out the other selections to find the sound test, and credits, and other secret stuff!



Pause the game and enter the code **L button, A, Up, Down, R button, Up**.



The passcode boxes will now say **#PWR** to signal the teleport ability.



Press and hold **B** to get the level select to appear in the passcode boxes.



While still holding down **B**, use **Up** and **Down** on the joystick to choose which level you want to warp to.



Release **B** to play at that level.



Check out the bonus **VRGN** levels that do not appear in the game.



You can destroy members of the Virgin design team in their own office!



You can even blow away music composer and former Virgin employee, **Torrey Tallent** [etc].



The **GMOVER** selection lets you see the loser's video footage.



GHRNNR lets you see...



...the end of the game.



SCORES takes you to the High Score screen.



CRDTS takes you to...



Original Game Design
Juan M. Alvarado
Brandon Alan Humphreys
Nash Tool
Doug Cope
Rebecca Allen

...the end designer credits.



LSTNGDTH gives you...



...the game's sound test menu.



LOGOS resets the game.

BLOOD CODE



Hold down **B**, **R** button and retilt the D-pad clockwise...



...and you will see special blood hit the screen.



Now you can see blood when you shoot or hit somebody.



Cheat Codes

To help yourself out during the comic-book adaptation, try the following codes:

- **Pause** the game and press **C, A, Down**. Now you can do poacher yells by pressing the **MODE** button (only on six-button controllers) during the game.
- For extra time, **pause** the game and hit **A, C, A, Down**, you'll hear a sound effect.
- For extra-easy difficulty, press **C, A, Right, B** while **paused**.
- For one more life, **pause** the game and hit **C, A, Down, A, Left, Left, A, C** ("Cradled").
- To see all of the game's levels, **pause** the game and hit **C, Up, B, Right, Up, B, B, A, Down, Up, B, B, A, Down, Up, B**. You will hear a sound effect to signal that the code has been entered. Now press **A, B, C** and **START** at the same time to go back to the main menu. You can toggle between the nine chapters using the D-pad.



Each of the following codes must be entered while the game is **paused**.



Press **C, A, Down** for poacher yells with the **MODE** button.



Press **A, C, A, Down...**



...for more time.



Press **C, A, Right, B** to make the game easier. (You get two extra lives!)



Press **C, A, Down, A, Left, Left, A, C**



...for one more life.



For the chapter select, press **C, Up, B, Right, Up, B, B, A, Down, Up, B, B, A, Down, Up, B**.



...then, with the game still paused, hit **A+B+C+START** at the same time to return to the main menu.



Now you can choose any chapter to start on.



Pac-Man the Original Gangster

To play the original Pac-Man and Ms. Pac-Man games, enter the codes **PCMNDPW** for the O.G. Pac-Man, and **MSPCMND** for the Missus. If you want to play one of the Mine Cart levels, try **FFTD82W**.



Enter the password **PCMNDPW**...



...for the original Pac-Man game.



Enter the password **MSPCMND**



...for the original Ms. Pac-Man game.



Enter the password **FFTD82W**...



to play one of the tricky Mine Cart levels.



Alien Cheats Aplenty, You Predator!

If there's one reason to buy a Jaguar, *Alien vs. Predator* is definitely it. With awesome graphics and great game play, it's a cut above most games for any system (Even Doom!) It's pretty easy to finish the game as the Predator, but if you're having some trouble with the Marine, Predator or Alien modes, check out these cheat codes.

Code 1

This code only helps players using the Marine. At the main game screen Hold **PAUSE** and **OPTION**, then press the 1 and 3 keys, release and hold down the 2, 5, 7 and 9 keys together. You will hear the Predator laugh to confirm that the code has been registered. The following functions have now been enabled:

Security Clearance

Press **OPTION** + 6 to raise security level

Press **OPTION** + 9 to lower security level

Motion Tracker

Press **OPTION** + 4 to toggle tracker on and off

Weapon Access

Press **OPTION** + 1, **OPTION** + 2, **OPTION** + 3 or **OPTION** + 4 to access different Marine weapons

All Weapon Recharge

Hold **OPTION** + press 1, 2, 3 and 4 at the same time



Hold **PAUSE** and **OPTION**, then press the 1 and 3 keys, release and hold down the 2, 5, 7, and 9 keys together. You will hear the Predator laugh to confirm that the code has been registered.

All Weapon Recharge



Hold **OPTION** + 1, 2, 3 and 4 at the same time

Security Clearance



Press **OPTION** + 6 to raise security level



Press **OPTION** + 9 to lower security level

Motion Tracker



Press **OPTION** + 4 to toggle tracker on and off

Weapon Access



Press **OPTION** + 1 to access the Marine's Shotgun



Press **OPTION** + 2 for the Pulse Rifle



OPTION + 3 gets you the Flame Thrower



or hit **OPTION** + 4 for the Smart Gun

Code 2

The code helps Predator, Alien or Marine players. At the main game screen, press **PAUSE**, **OPTION**, 5, then 1-3 at the same time, then punch in the following code: **B A A A S A * OPTION 5 * * * OPTION 2, OPTION**. This gives you all of the functions listed in Code 1, but the main function of Code 2 is that you will never run out of energy or ammo as the bars will replenish themselves as long as you have something left in the tank. This means that if you don't have any ammo, you can just activate the cheat you still won't have any ammo it's turned on, at which point you must use the ammo replenish function as described in Code 1. Other changes are as follows:

OPTION + A raises you a level in the base
OPTION + B lowers you a level in the base
OPTION + 5 toggles Cheat Mode on and off



Press **PAUSE**, **OPTION**, 5, then 1-3 at the same time, then press **B A A A S A A * OPTION 5, 5 * * * OPTION 2, OPTION**



You will never run out of energy or ammo as the bars will replenish themselves as long as you have something left in the tank.



OPTION + A raises you a level in the base



OPTION + B lowers you a level in the base



OPTION + 5 toggles "Cheat Mode" on and off



ETERNAL CHAMPIONS

for the Sega CD



Prepare for another look at Sega's awesome fighting game for the Sega CD, *Eternal Champions: Challenge From the Darkside*. For your perusal we have included the special and skill moves of six of the return characters, and the complete moves list for two new characters plus one of the secret characters. In upcoming issues we'll bring you the full story, including Cinekills, Overkills, and the rest of the bloody mess that make this one of the most entertainingly violent fighting games ever! Just bring your barf bag and be prepared to send your elders out of the room. For a sneak peak at the secret characters in action, check out the screen shots below. Be on the lookout for these secret characters in upcoming issues of *VideoGAMES* magazine!



SLITHER



CRISPY



HOOTER



ZUNI



CHIN WO



YAPPY



SENATOR



BLAST



TRIDENT



TIDAL WAVE



WHIRLPOOL KICK



NEPTUNE'S FURY



NAME OF MOVE	HOW YOU DO IT	DAMAGE %
Wavemaster	(↓)↑ + A (left), B (middle), or C (right)	up to 18% (divided by no. of hits)
Whirlpool Kick	←→ + A and B	up to 18% (divided by no. of hits)
Neptune's Fury	(←)→ + B and C	up to 15% (5 hits X 3%)
Slash Spin (Back)	↓↘← + C	up to 15% (divided by no. of hits)
Slash Spin (Fore)	↓↘→ + C	up to 15% (divided by no. of hits)
Tidal Wave	↓↘→ + Z	12% (+close hand punch if close)

BLADE



BRICK WALL



EXCESSIVE FORCE



SLICE 'N' DICE



NAME OF MOVE	HOW YOU DO IT	DAMAGE %
Slice 'n' Dice	↓↘→ + C	up to 16% (4 hits X 4%)
Lightning Strike	↓↘→ + B and C	up to 16% (5% + 10%)
Brick Wall	←→ + B	12% + wall smash
Excessive Force	(←)→ + B and C	up to 15% (5 hits X 3%)

LARCEN



SLASH & TURN



BACKLIP KICK



MANTIS STRIKE



NAME OF MOVE	HOW YOU DO IT	DAMAGE %
Slash & Turn	←→ + Y and Z	up to 15% (5% + 5% + 5%)
Reflect	←→ + X	reflects projectiles
Backlip Kick	↓↘← + C	up to 15% (5% + 10%)
Machine Gun Kick	(←)→ + B and C	up to 15% (5 hits X 3%)
Mantis Strike	↓↘→ + A	up to 15% (5% + 5% + 5%)

JETTA



RIOCHE!



POWER BURST



GYMKATA



NAME OF MOVE	HOW YOU DO IT	DAMAGE %
Whirlwind Kick	←→ + C	up to 15% (divided by no. of hits)
Corkscrew Upper	←→ + Y and Z	up to 15% (1%+2%+3%+4%+5%)
Power Burst	↓↘→ + C	10%
Gymkata	(←)→ + B and C	up to 15% (5 hits X 3%)
Ricochet	(↓)↑ + A or B	up to 12% (3%+3%+3%+3%)

RAX



SHOCKWAVE



JET UPPERCUT



ATOMIC KNEE



NAME OF MOVE	HOW YOU DO IT	DAMAGE %
Shockwave	←→ + Y and Z	12%
Jet Uppercut	(↓)↑ + Z	12%
Atomic Knee	↓↘→ + B	up to 15% (5% + 5% + 5%)
Thrash n' Bash	(←)→ + B and C	up to 15% (5 hits X 3%)

XAVIER



DRAGON-BITE



MYSTIC SHIELD



PHANTOM STRIKE



NAME OF MOVE	HOW YOU DO IT	DAMAGE %
Phantom Strike	Charge Y and Z	10%
Snap Back	←→ + X	10%
Mystic Shield	←→ + Y and Z	reflects attack
Dragon's Bite	↓↘→ + C	up to 15% (3% + 3% + 9%)
Wizard's Wrath	(←)→ + B and C	up to 15% (5 hits X 3%)

RIPTIDE



SEA LEGS



THUNDER CLAP



TIDAL PUNCH



NAME OF MOVE	HOW YOU DO IT	DAMAGE %
Whirlwind Toss out	(↓)↑ = C or A	100%
Thunder Clap	←→ = Y and Z	10% + stun
Eagle Toss	↓↘→ = Z	var. to 18% (to 10% X 4%)
Sea Legs	↓↘→ = X	varies greatly (varied)
Free Fall	←→ = Y	12%
Knee Bash (Act)	(to act) ←→ = X (Shove act) or Y (Disarm act)	10%
Knee Bash (Guard)	←→ = X (Shoulder Bash) or Y (Disarm Bash)	10%
Flamingo Dancers	(←→) = B and C	var. to 12% (to 10% X 4%)
Whirlwind Reflex	←→ = A	reflex
Tidal Punch	↓↘→ = X	12%
Crash a Boat	(↓)↑ = Z	16% 12% for hit and 5% landing it

RAMSES III



SUN REFLECT



TORCH ATTACK



ANUBIS BLOCK



NAME OF MOVE	HOW YOU DO IT	DAMAGE %
Swing Attack	(↓)↑ = C	16%
Sun Reflection	↓↘→ = Z	var. to 12% (10% + 10%)
Torch Attack	(↓)↑ = Y	15%
Anubis Block	A and B and C	reflects projectiles, hand-to-hand attacks
Whip Attack	←→ = Y	10%
Toss act	(↓)↑ = A or Z	var. act
Ham and Sledge	←→ = X and Y	var. to 18% (to 10% X 4%)
Phoenix Dive	(to act) ↓↘→ = Z	17%
Thunder Lunge	↓↘→ = C	16% to 10% X 4%
Jackal's Bite	↓↘→ = Y	11%
Kick Charge	(←→) = B and C	var. to 12% (to 10% X 4%)

THANTOS



WITCH FIRE



FLYING GUILLOTINE



IRON MAIDEN



NAME OF MOVE	HOW YOU DO IT	DAMAGE %
Mushroom	↓↘→ = Z	12%
Flying Guillotine	(to act) A and Y and Z	10%
Witch Fire	↓↘→ = A or B or C	12%
Iron Maiden	←→ = X and Y	var. to 18%
Death Palm	(X and Y and Z) and release	varies (2% to 100%)
The Peak	←→ = C	12%
Death's Door	(↓)↑ = A (act) or act, control or B (act) or act, control	var. control
Tombside	←→ = X	reflexes, no action
Headman's Axe	(↓)↑ = B	var. to 18% (10% + 8%)
The Coffin	←→ = B and C	var. to 12% (to 10% X 4%)
Rising Dead	↓↘→ = C	var. to 12% (10% + 3% + 2%)

All moves are shown for characters facing the right. Parentheses () mean you must charge the controller.
i.e. (←)→ = B means charge the controller back and then go forward and hit "B"

GENESIS STRATEGY GUIDE

MTV

by ZACH MESTON

BEAVIS AND BUTT-HEAD



HuhHuhHuh Strategy guide HuhHuh Cool.



Basic Strategies

GET THE STRAW TO SHOOT SPITWADS: Beavis's beach and Butt-head's fart aren't very useful, so your first stop in the game should be **Burger World**, to get a **straw** for shooting spitwads. There's another straw at the Yoghourt shop in the **Turbo Mall 2000** that you can pick up later. The straws are the best weapon because they fire quickly, but not so quickly that they knock opponents off the screen (like the toy gun).

AVOID GETTING HIT: When playing a **one-player game**, only the lead character can get hit. **SHOOT SPITWADS OFTEN:** When walking around, always shoot **spitwads** ahead of you to hit any enemies that appear.

GET THOSE PASSWORDS: After finding a ticket piece, always return to the **Gwar poster** in your room and write down the password.

SAVE YOUR CASH: Don't buy anything from the **toy shop** until after you've entered the **Drive-In**. You need to save up your money.

TO GET EXTRA CASH: If you run out of money, go to **The Street** scene and pass through the sewers to find a **duck** that reappears after each time you pawn it at the Mall's pawn shop.



WALKTHROUGH

HOME: You don't need the pants or camera in the bedroom yet, so leave those items and grab the **remote control** next to the couch. Use the remote and select **Burger World** on the TV.



BURGER WORLD: Run to the right to go behind Burger World. Go to the right of the dumpster and pick up the **straw** on the ground. Go back down and jump left to lure the rats in that direction, then jump back over the rats and grab the **dead rat** hanging out of the dumpster. Jump over the rats again and go left to the door of Burger World. To get into the door, you need to figure out the code. Since Beavis and Butt-head are complete morons, it must be something simple. Try entering Butt-head's name, using the letters on the keypad. (The code is 28984323, in case you can't spell.)

RAT FRIES: Take the **fries** from the counter and put them and the dead rat into the **deep fryer**. When the rat fries appear, walk to the right and give them to the angry customer. The customer hurls and leaves behind a **concert ticket piece** in his spew. Go out the back door—picking up the **headset** along the way—and in through the front door to collect the piece. Return home by going to the exit sign (to the left of Burger World's front door) and using the remote control. (There's a piece of hidden food on the left side of Burger World, hidden behind the wall, which you can scarf before returning home.)

GET THE PASSWORD: When you get back home, go to the bedroom and put the ticket piece on the **Gwar poster**. Write down your password, go back to the couch, and select the **Turbo Mall 2000** with the remote.



TURBO MALL 2000: Walk left to enter the Mall, using your straw to fight off the **security guards** and other enemies. Go into "**We 'B' Cars**" for a **free oil sample**. The bad guy in this store is easy to knock out, so come back here whenever you need food. Go into the **Pet Shop** and buy the **snake** with the money you made at Burger World. The moment the clerk ducks under the counter to pack up the snake, grab the **key** off the register. If you miss it, hand the package back to the clerk and he repacks it for you. When you get the key, go to the right and let the **bird** out of the cage, then snatch the **concert ticket piece** from the bottom. When the bird drops eggs, walk down to avoid them and run left. Grab the **snake package** if you don't already have it, and leave the store.

• Walk right to the **Yoghourt shop** and go inside. Run past the counter, under the cones, and grab the **straw** from the table. Whichever character doesn't have a straw needs to take it. Go into the bathroom and take the **bar of soap** from the far-left sink. Leave the Yoghourt shop, walk left, and take the elevator to the second floor. (You can avoid the girls by staying in front of them or behind them, then running past them at the moment they bend their arm.)

• Go right to the **pawn shop** and sell your headset. Go left into the **Army Recruiting Center**. Take the **cherry bomb** from the shelf, then drop the snake package. When the wussy **recruiter** drops to the ground in terror, take the **book** on his desk to find a **ticket piece**. (Don't take the book before dropping the snake unless you want to watch an amusing death sequence.) Leave the snake and return to the house. Take the **pants** from the bedroom and return to the Mall. With the pants and soap in hand, go into the **Laundromat**. Open the **dryer** to Granny's right for food, then go to the far-left dryer and use the oil sample on the door to keep it from squeaking. Open the dryer and take the **ticket piece**. Go home again to get another password. (If you need food, go to the Yoghourt shop and use the cherry bomb in the toilet.)



WALKTHROUGH



THE STREET: Keep shooting your straw while walking to the right. Go through the **manhole cover** into the sewer. The **green slime** is very deadly, and the **rats** on the floor bite you when you get close. Use running jumps to make it over wide gaps. Take your time getting through here—this is probably the most challenging area of the game. When you reach the right side of the sewer, climb back up to the street. Grab the **food** and **white bird** next to the roadblock, then walk up to find an area with a **toy gun**. Take the gun, jump right over the toxic puddle, and keep going right. Jump over the cars and fires while avoiding the rats and swooping birds. Watch for the **boot** along the way and pick it up. Grab the **bone** at the far right, then go all the way back through the sewers.

ENERGY BOOST: If you're low on energy, you should go back to the Gwar poster to get a password. Otherwise, go to the house with the **open gate** on The Street. Use the gun to fire rapidly at **Mr. Anderson** on his lawn mower. When you knock him out, take his **shed key** from the mower. Go to the right, select the bone, and press C to throw it. After the dog chases the bone, go to the **shed door** and open it. Get the **fishing pole** (in the bottom-left) and the **chainsaw** (in the upper-right). Leave the tool shed and use the chainsaw on the tree to collect a **ticket piece**. Go back home and get a new password.

HIGHLAND HIGH SCHOOL: You can only enter the classrooms with posters on them. The guys in the hall keep coming at you, and leave behind food when you knock them out, so this is a great place to recover energy. Head for **Room 102**. Make sure you have two spaces open in your pockets. Bump at the **teacher** about a dozen times to make him gag. It's tough to avoid the fireballs, so just take the hits and use the guys in the hall to regain your energy. When the teacher gags, he takes his finger off the switch long enough for you to grab one of the **chemicals** before he puts his finger back on. Go out to the hall for energy if you need it, then back into the classroom and gag the teacher again (it takes fewer hits this time). Grab the second chemical jar and return to the hall.

- Walk right to **Room 100**. Pick up the **gun** under the right leg of the teacher's desk and talk to him for advice. (He changes the advice once in a while.) Go out and right to the principal's office. If you need energy, you can stop at the **bathroom** and drop a cherry bomb in the toilet for food. There's also a **hot dog** just beyond the door of the office.

- In the office, you'll see a **ticket piece** on **Principal McVicer's** head. Drop the A+B poison on his desk to make him faint and pick up the piece. Go home and write down the password.

COUCH FISHING: Once you have the fishing pole, you can sit on the couch and use various items as bait. Reeling in the pole is extremely tough unless you have a rapid-fire controller, in which case you can just set the **C** button to turbo and reel in the pole easily. Here's what you can catch:

- Use the **Army Documents** to catch Stuart. He gives you information.
- Use the **Boot** to catch a crazy bald guy with a gun. He can kill you with one shot, so run into the bedroom the moment he appears. Use the baseball bat to hit him when you return to the living room. You're best off avoiding him altogether. He gives you food when you defeat him, but he also reappears every time you come out of your room, so be careful.
- Use the **Donut** to catch the security guard from the Turbo Mall 2000. He gives you food if you defeat him.
- Use the **Gum** to catch a ticket piece.
- Use the **Pizza** to catch the cat, which is used to distract the dog at the Gwar concert.
- Use the **Walkman** to catch Daria. She gives you information.
- Of all the things you can catch, all you really need to do is use the gum to catch the ticket piece and the pizza slice to catch the cat. When you've caught them both, head for the Drive-In.



That Sucks.
Heh, Heh.

WALKTHROUGH



DRIVE-IN: It costs \$3 to enter the Drive-In. If you don't have enough money, go to the pawn shop at the Mall with the bird and any other items you can sell. You also need a cherry bomb and the camera from your house. Enter the **snack bar** and use the cherry bomb to blow up the soda machine. Go outside and to the right to see the cars. Go to the far right while dodging the rats. Collect the **binoculars** and **food**. Go left to the **van** that's rocking and use the camera to take a picture. A **crazed woman** starts chasing after you. Run to the left while jumping over rats and puddles that slow you down. Rush back into the snack bar and the woman slips on the grape soda, dropping a **ticket piece**. Pick up the piece.



HOSPITAL: Go to Burger World and eat the **rotten hamburger** on the left side of the dumpster, then go back home and select the Hospital. Shoot the security guards while jumping over the bowling balls. Go inside the Hospital and enter the **sick room**. The **nurse** cures you and restores all your health. Jump on the exam table and pick up the **scissors**. Exit the room and go right. Shoot the **chef** with the toy gun, then jump on the scooter. The handsome man on the treadmill starts chasing after you.

• If you hit three **medical kits** in a row, you slow down too much and get crushed by the jogger. The more time between hitting medical kits, the less likely you are to get crushed. If there's a lot of time between hits, you can take as many as six hits before getting crushed. If you make it to the exit, you fall down the stairs and get a **ticket piece**. Go back home and write down the password. Walk up to the Gwar poster and grab the tickets. (Stand just to the right of the poster.) If both of your characters don't have toy guns, go back to the pawn shop and sell everything you can, then buy a **second toy gun** from the toy store in the Mall.



GWAR CONCERT: Give your ticket to the guard and go past the barrier. If you enter the **doors** to the concert you get to see the ending that sucks. Walk to the right, past the entrance. When you see the **first lightpost**, select the cat in your inventory, then rapidly press the C button as you walk to the right. The moment you see the dog, you drop the cat and trick the dog into chasing it away.

STAGE DIVE: Now walk to the right and keep shooting the endless stream of **guards** with your toy gun, taking a step or two forward whenever it's safe. Take it slow and steady and keep going to the right until you reach the doors leading backstage. After you go through them, use the scissors to cut the **rope** and drop the bag on the final guard. Go to the right and pick up the **costumes** from the ground. Walk upward to go onstage with Gwar. You can control Beavis and Butt-head as they make feeble attempts at stage-diving.



ITEM LIST



A&B

CHEMICALS
Found at Highland High school in Room 2. Used to knock out Principal McVicar.



CHAINSAW

Found in Mr. Anderson's tool shed on The Street. Used for cutting down trees next to the shed.



PANTS

Found under bed in bedroom of house. Used to get into the Laundromat (along with the soap).



ARMY

DOCUMENTS
Found in the Army Recruiting Station in Mall. Used for couch fishing.



CHERRY BOMB

Found in Army Recruiting Station. Used to blow up toilets or at snack bar to blow up gripper soda machines. You can go back and get every one that you see one.



PIZZA SLICE

Found in couch at home. Used for couch fishing.



BAT

Found in toy store in Mall. Used as a weapon. Hit shopping carts to stop them and get food.



DEAD RAT

Found in the dumpster behind Burger World. Used to get a ticket piece from the customer.



REMOTE CONTROL

Found next to the couch at home. Used to search for different channels/stages.



BINOCULARS

Found at end of the Drive-In. Used at pawn shop in Mall for money. (The binocs are worth \$1.90)



DONUT

Found in couch at home. Used for couch fishing.



ROTTEN HAMBURGER

Found next to dumpster at Burger World. Eat it and go to sick room at Hospital.



BIRD

Found on The Street after going through the sewers. Used at the pawn shop for money (50¢).



FRENCH FRIES

Found next to deep fryer at Burger World. Used to get ticket piece from customer.



SCISSORS

Found in the sick room at the Hospital. Used to cut a rope at the Gwar concert.



BONE

Found on The Street at far-right side of junkyard. Used to distract dog at Mr. Anderson's house.



FUNKY COSTUMES

Found backstage at Gwar concert. Used to blend in with the band onstage.



SNAKE

Found at the pet shop in the Mall. Used to scare the Army recruiter.



BOOT

Found on The Street in the junkyard. Used for couch fishing.



GUM

Found under the desk of Room 8 at Highland High school. Used for couch fishing.



SOAP

Found in bathroom at Yoghurt shop in Mall. Used to get into Laundromat (along with pants).



CAMERA

Found in dresser of bedroom at home. Used to take a picture of the bouncing car at the Drive-In.



HEADSET

Found near the deep fryer at Burger World. Used at the pawn shop at the Mall.



TOY GUN

Found in the toy shop at the Mall. Used as a weapon.



CAT

Found while couch fishing. Used to distract Mr. Anderson's dog at the Gwar concert.



OIL SAMPLE

Found at "We 'B' Cars" at Mall. Used to grease up dryer door in Laundromat.



WALKMAN

Found in the couch at home. Used for couch fishing.

EARTHWORM JIM™

Special Edition



ONLY ON SEGA CD. EAT DESSERT.



Now Jim's really LOVIN' it! There's a new version of Earthworm Jim and it's called EAT DESSERT!™. This is the first of two new SEGA CD™ titles from the creators of the hit game EARTHWORM JIM™. The first of two new SEGA CD™ titles from the creators of the hit game EARTHWORM JIM™. The first of two new SEGA CD™ titles from the creators of the hit game EARTHWORM JIM™. The first of two new SEGA CD™ titles from the creators of the hit game EARTHWORM JIM™.

Interplay

SHINY
THE FIRST
WORM

CIRCLE #104 ON READER SERVICE CARD.

RETURN FIRE EXCLUSIVE STRATEGY GUIDE!

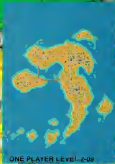


This strategy guide comes to you courtesy of Prolific Publishing, makers of this awesome war sim for the 3DO. *Return Fire* is actually a sequel to *Fire Power*, a game that was originally released for the Amiga. The programming team is headed by R.K. Von Wolfsheld ("The Baron"). With a nickname like The Baron you know this guy means war!

The Baron is interested in games that require a clever player, more than position, strength or knowledge. Designed accordingly, *Return Fire* was influenced by the early Atan 2600 pack-in game *Combat*. Designed by 2600 programming whizz Jay Minor, *Combat* included a Tank game in which two players hunt each other down in a maze of blocks and try to destroy each other.

Simplicity is the key to Prolific's design philosophy, rather than games that are story-based. *Return Fire* is fueled by this simplicity. Hunt for the flag, shoot the enemy while doing it and bring it back home. Right on! You won't come across any of that *Star Trek: TNG* think-too-much jazz here.

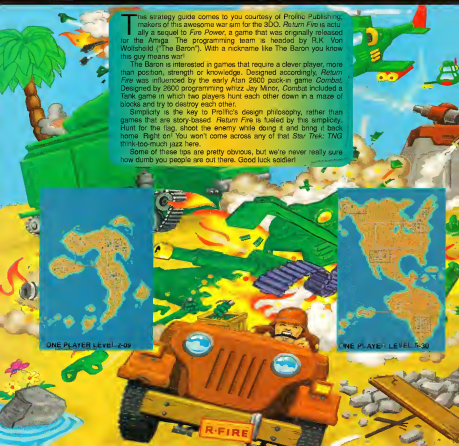
Some of these tips are pretty obvious, but we're never really sure how dumb you people are out there. Good luck soldier!



ONE PLAYER LEVEL 2-9



ONE PLAYER LEVEL 7-30



GENERIC HINTS

DAMAGE REPAIR: Bring vehicles back to your bunker before they're completely destroyed. The Bunker will repair all damage.



SELF-DESTRUCT: You can self-destruct by pressing **A + B + C**. You'll sacrifice the vehicle, but it's a quick way to get back to your bunker.



WATCH OUT FOR DRONES: Never cross bridges with Drones on your tail. Drones will fire at you as you move and destroy the bridge.



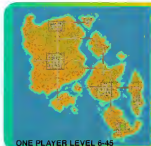
STAY ALERT: Keep moving to avoid enemy Drones. Drones are launched when you stop moving.



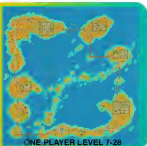
THE SUB IS DANGEROUS: The submarine is deadly and cannot be destroyed. Once it fires a heat-seeking missile at you, you're dust unless something else is closer to the missile. The missile really is heat-seeking so if something else, say a Drone or even your enemy, is closer to the missile, it will be taken out instead of you (even if you're the one that caused the sub to surface!) With a bit of practice, the heat-seeking missile can be used quite creatively.



CHECK YOUR MAP: Always check the map when you're in the bunker. It is constantly updated and will show you how the terrain has changed. It will also show your enemy's position on the map as he moves around.



ONE PLAYER LEVEL 6-45



ONE PLAYER LEVEL 7-28

TWO PLAYER HINTS

LEARN TO PLAY VERY WELL.



IF THE ENEMY FINDS YOUR FLAG: Take your Jeep and go retrieve your own flag. Then...



HIDE THE FLAG

1. Behind a building near turrets.
2. Move it to the farthest location on the map.
3. Bring it back to your own Bunker (It will be randomly placed in a new Flag Tower.)
4. You can take it out to sea, and it will slowly float back to shore. (Let your enemy have fun trying to find a moving flag!)



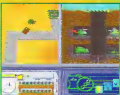
LAY MINES

1. On the enemy's useful bridges, instead of destroying the bridge.
2. On or near your flag
3. On or near your enemy's Bunker
4. The Helicopter can remove mines by firing rockets (and only rockets) directly at the mines.



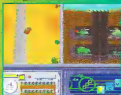
USE RADAR SCREENS

1. To keep track of your location.
2. To see your enemy
3. To prepare to fight an approaching Drone.
4. To see mines. (Mines aren't visible on the map).



USE THE JEEP BEACON LIGHT

1. The beacon lights green and chimes when you are headed towards your enemy's exposed flag.
2. The beacon lights bright red when you are facing your bunker.



Did we remember to say that you should learn to play very well?



TWO PLAYER LEVEL 2-03



TWO PLAYER LEVEL 3-36

MAPS

ONE PLAYER LEVEL 8-44

ONE PLAYER LEVEL 9-43

TWO PLAYER LEVEL 5-38

TWO PLAYER LEVEL 6-42

TWO PLAYER LEVEL 7-40

TWO PLAYER LEVEL 9-08

PASSWORDS

Level 1
TNOD
Level 2
YALP

Level 3
HTIW
Level 4
LAER

Level 5
SNUG
Level 6
TSUJ

Level 7
SIHT
Level 8
EMAG

DON'T PLAY WITH REAL GUNS JUST THIS GAME

NOT A HOAX
NOT A DREAM
IT'S COMING...

A high-contrast, stylized image of a Mortal Kombat character, likely Scorpion, wearing a red and blue suit with a mask. The character is shown from the chest up, looking down. The background is dark, and the character's suit has a grid-like pattern on the chest and a blue stripe on the arm.

MORTAL KOMB

A VIDEOGAMES Sneak Preview by Chris Bieniek



MAT III

Kano is back. Sonya is back. No longer a Ninja, Sub-Zero has been unmasked. There's also a new four-armed mutant in town...and she could be tougher than Goro and Kintaro combined!

Midway's *Mortal Kombat III* will be officially unveiled on March 23 at the American Coin Machine Expo in Reno, Nevada. The first street-ready revision of the game may not be completed until May, but beta-test machines have already been installed in a number of select locations in the Chicago area even as you read these words.

Think about it. Somewhere, somebody is playing *Mortal Kombat III* right now.

According to Midway's Ed Boon and John Tobias—creators of the *Mortal Kombat* series—players will be able to choose from “at least 14 characters” at the player-select menu when the game starts. “When you see the select screen,” Boon explains, “you’ll see what we mean by ‘at least.’” Who are these 14 characters? Well, we got the lowdown on at least 11 of them...

KANO

The return of Kano from the original *Mortal Kombat* is good news for gamers who tried unsuccessfully to get him to appear as a playable character in *MK II*. Kano is played by Richard Divizio, one of only three actors who are reprising their roles from previous games.



Rich Divizio returns to his original *Mortal Kombat* role as Kano.



Kano's new costume—character sketch by John Tobias.

SONYA

Sonya is also back, but the actress who played her in the first game has been replaced by a familiar face: The new Sonya is Kerri Hoskins, the Playboy model who played a cheerleader in *NBA JAM* and starred in *Revolution X*. "She actually was very good," Tobias remarked. "She's studied boxing, so she punches like a guy."



Kerri Hoskins as Sonya faces off against Midway cameraman Jim Greene.

SHANG TSUNG

The mysterious Shang Tsung returns in yet another different form, and he's played by a new actor named John Turk. According to Tobias, "He has longer black hair and some eye makeup. He's got the same goatee, too, but we did away with the little beanie."



JAX

Jax is another recurring character from *MK II*, and he's played by the same actor, John Parrish. The biggest change in his appearance is that his arms are made of metal; they look very much like the arms of Colossus from the *X-Men*. Jax was originally going to have metal arms from the elbow down in *Mortal Kombat II*, but that idea was scrapped when his costume was redesigned. In the new game, his arms are fully segmented, organic-looking metal all the way up past his shoulder blades to the middle of his back.



Check out the new metallic arms on Jackson "Jax" Briggs.

KUNG LAO



After playing the role of a Ninja in Midway's *Revolution X*, martial artist Anthony Marquez has returned to the *Mortal Kombat* fold, again in the role of Kung Lao. John Tobias' character design sketch (left) clearly shows that the razor-edged hat is back!

SUB-ZERO

Now played by John Turk, Sub-Zero has become a very different character. "He's not a Ninja anymore," explains Tobias. "There's a whole storyline there; he's not wearing the mask."

"Yeah, Sub-Zero now looks completely different," adds Boon. "He's got some pretty outrageous moves, some cool new ones. There's a reason why he's no longer wearing a mask, and it's connected to his relationship with one of the new characters, the cyber-Ninja."



This shadowy picture is the only available photo of John Turk as the new Sub-Zero.

LIU KANG

A new actor plays Liu Kang in *Mortal Kombat III*, but at press time we were not told who got the part.

SANDMAN

Rich Divizio also plays a new character who's tentatively being referred to as the Sandman. "He has these big hooked swords that he swings around," says Tobias, "and he's got a mask that kind of covers his face; his face is all scarred up."

NOOB SAIBOT SPEAKS!

BEHIND THE SCENES WITH THE
MORTAL KOMBAT III DESIGN TEAM:

ED BOON, JOHN TOBIAS, TONY GOSKIE AND JOHN VOGEL



(C) Artist Steve Beron, artist Tony Goskie and lead programmer Ed Boon take a break during the making of MK III.



John Tobias, lead artist and character designer of the Mortal Kombat series

So what's different about *Mortal Kombat III*?

Ed Boon: Well, the main thing is that there are certain features that *Mortal Kombat* is known for. It's a one-on-one fighting game, but the whole concept of fatalities, the whole concept of really exploring hidden characters, the whole Reptile thing—we started that. We're taking steps in the direction of big features that we think are going to become standardized in fighting games. Because of *Mortal Kombat*, a lot of the new fighting

games are now expected to have fatalities and hidden characters and stuff like that. So we're doing more things of that nature.

Other than the obvious, it'll have more characters and more fatalities, but we really don't want to just add more characters and more fatalities and then call it there. The vast majority of our characters are new and haven't been seen in any previous *Mortal Kombat* games, we're not just doing a color palette change or anything like that. We're not on new hardware, so to speak, so we're really trying to just pack it with new features.

John Tobias: As far as the graphics go... there was a big jump between *Mortal Kombat* and *MK II*, and in *Mortal Kombat III* you'll notice that the graphics are crisper, the colors look smoother and the backgrounds are also improved. In *Mortal Kombat*, [the backgrounds] had kind of a raw video feel, and in *Mortal Kombat II* they look very "painted." This time...well, I don't want to say they look like a cross between the two, but we've thrown some 3-D stuff in there and they look much more realistic. Of all three games, I'd say this one certainly is the best, it looks way better than *Mortal Kombat II*.



Now, you're not rendering the character artwork...you're not using texture-mapped characters.



John: No. There are some 3-D backgrounds—we're wrapping videotaped textures on 3-D images—but 3-D rendered backgrounds don't always mesh with our digitized characters.

The picture of Kano and Sonya that's

CYBER-NINJA



Cyber-Ninja? Though he hasn't been officially named yet, the new robotic Ninja seen on the cover of this issue of *VideoGames* is "a very cool character; one of the instant favorites" in Ed Boon's estimation. The actor playing this new warrior is another familiar face from *NBA JAM*, Sal DiVita. Though he's not a part of the Boon/Tobias design team, DiVita has been associated with other *Mortal Kombat* characters; he dressed up in the Raiden costume for the original print ads for the *Mortal Kombat* arcade game, and has worn the Scorpion costume on at least one occasion for a trade show exhibition.



Midway's Sal DiVita rages as the new ninja robot in *MK III*.



INDIAN

Another new character played by Sal DiVita in *Mortal Kombat III* is the Indian, whose name has also yet to be determined. Boon describes the character as "a very nontraditional Indian. He doesn't swing an axe that he's always holding, like Chief Thunder from *Killer Instinct*. He's very modern, his costume is very cool. He doesn't have all of the stereotypical Indian-type things like T. Hawk or Chief Thunder; he doesn't go 'Hoyah! Hoyah!' and all that."



THE BRIDE

Actress Lia Montelongo plays another new fighter in *Mortal Kombat III*. "Right now we're calling her the Bride," hints Tobias. "but that won't be her name. She's kind of like Shao Kahn's queen. She's scantily clad, she's probably one of the coolest characters. She's got really long, flowing white hair with a black stripe down the back."



Actress Lia Montelongo dons her striped wig as Shao Kahn's queen while the king himself looks on.



Steve Berman works with John Tobias to convert images of live actors—like Sonya—into frames of animation in the game.

been floating around on the Internet has a little more of a rendered look to it than we're used to seeing in the *Mortal Kombat* series.

Ed: That picture was very touched-up. The source we used was not as clear as the other stuff that we'd filmed and John had to spend a lot of time smoothing it out and highlighting it. The picture was specifically doctored up by John so we could put it on the 'net, like a sneak preview.

One magazine said that the photo highlights the improved quality of the game's graphics. Would you say that the clarity and the number of colors in that picture will be comparable to what we'll see on the screen in the final game?

Ed: No, that's just like a match-up screen before the fight. The characters in that picture are just seen from the waist up and they're as tall as 80% of the entire screen. Obviously we can't have characters of that size jumping around. The guys in the game have the same number of colors as in *Mortal Kombat II* but they look a little better. There's more detail on them and the costumes are a lot more outrageous. In this one.

Have you chosen names for the new characters?

Ed: You know, one of the last things that John and I do is to come up with the actual names. You'd be surprised how unofficial the whole process is. Somebody will say, "Hey, we gotta come up with a name for the brochure that's going out." We just sit in a room and the name that everybody doesn't hate is the one that goes in. It's rarely something where we all go, "Yeah, that's cool!", but two months later you can't imagine any other name.

VG: Are there new members of your design team for this game? Tell me a little bit about the input of some of the people on the MK III project.

Ed: Well, there are two new guys. Steve

Boon and Tobias withheld information on at least three additional player-selectable characters, one of whom is female. We asked about other characters and got the following responses:

- Baraka? "No."
- Scorpion? "No."
- Kitana? Mileena? "Gone."
- Johnny Cage? "That's yet to be determined."
- Reptile? "No, he's not going to be a controllable character."

We're toying with the idea of having one of the hidden guys from the last game—like Smoke or Jade—as a hidden controllable character."

• What's up with Raiden? "Raiden is back in some form. He's not a playable character, but he'll be featured." Note: The actor who played Raiden in the first two games, Carlos Pesina, is now employed at Midway as a graphic artist.

• How about Shao Khan as a player-controlled fighter? "Shao Kahn's in it; we won't say whether he's playable or not. There's another boss character who's really cool; he's definitely going to be the coolest boss of any *Mortal Kombat* game. But Shao Kahn is still the big cheese."

• What about a four-armed, stop-motion animated character like Goro or Kintaro? Tobias laughed, "Yeah, we've got one of those. She's awesome; she's going to be a very cool character." She? No further information is available about this new unnamed female mutant.

THE EXTRA BUTTON

By far, the hottest rumor surrounding the impending release of *Mortal Kombat III* concerns the possible addition of a new action button on the face of the machine, bringing the total number of buttons up to six for each player. Unfortunately, this decision had not been made as we went to press; however, Ed Boon did tell us what the new button would be used for:

"It's something we're messing with. It's kind of like the **TURBO** button in *NBA JAM*. The guys can basically dash across the screen sprinting. The way that we're implementing it makes the game a lot faster. There's just a lot more interaction, you can jump further and stuff...it just adds a lot more variables to the whole thing. We're still at the point of deciding whether or not we want to have this feature as an extra button or just a joystick combination. The ability to run is going to be there, but it may end up being something like a double tap on the joystick."

"If we do add the button, it'll be slightly to the left of the five existing buttons, and down at the low punch. You'll kind of use it in conjunction with other moves—you'll dash in and either try to throw the guy, or you'll try to run and do some high hit and then start a combo or something like that. It changes the game; when you play it, the ability to run just changes things so much. It alters the interaction between the two characters. You really have to keep on your toes, because the other guy can just dart right in with an attack at any time; you have to be a lot more alert."

FINISH HIM!

Naturally, all of the characters will have new finishing moves. "The robot ninja has a great fatality," hints Boon. "He stands in front of you and all this machinery comes out of his chest and just crushes you." Friendship moves will also be included.

That's all of the information we have at this point...except for one *Mortal Kombat III* tidbit that's been circulating on the computer networks. It seems that someone has posted a sound file that can be retrieved and played on most personal computers equipped with soundboards. In it, you can hear scary organ music playing over the sounds of sobbing while a deep voice delivers a eulogy over the body of the late Johnny Cage!

Rumors or facts? Check future issues of *VIDEOGAMES* this summer for the best coverage of *Mortal Kombat III* anywhere!

Beran—who worked on *Revolution X*—is working with John on character graphics; he also does a lot of effects and tools with Photoshop and stuff like that. The other new guy is named Dave Michich. We're using 3-D rendering programs to create a lot of the backgrounds, and John Vogel and Dave are our resident 3-D guys. They do that and then they give it to Tony Goske, who is playing pretty much the same role as he did in the last game; he'll combine the elements, put in all the detail and get things down to the proper number of colors. All three of them are really involved in the design of the backgrounds—the layout, what goes where and stuff like that.

And Dan Forden is doing the sound again?

Ed: Right.

Can you talk to us a little bit about the DCS Sound System?

Ed: DCS stands for Digital Compression Sound. Dan will compose something on his synthesizer, and sometimes he'll play instruments live, basically he records it digitally, then compresses it. Anything that he can record—synthesizer, real instruments, people's voices, etc.—he'll compress that and then our soundboard decompresses it on the fly. The sound quality just jumped up incredibly with MK II. The other games I worked on used a Yamaha synthesizer chip, which would just play very bleepy sounding tunes as compared to this.

Ed, you're the only programmer on the project?

Ed: Yeah.

You do all of the coding yourself?

Ed: In terms of the software, yes. But you know, everybody kind of has a hand in every other aspect of the game. John designs the characters in terms of their costumes and stuff, then he'll do a sketch and other people give their input or their concerns about this or that. Then I do all the software and work out how the guys will jump around on the screen and we all come up with secret moves and fatalities and stuff like that.

I heard that there was going to be a bonus stage in Mortal Kombat II in which you would have to fight a bunch of different characters at the same time.

Ed: Yeah, that was actually part of the plan at one point.



We wanted to have a bunch of ninjas jumping all over the place and you would swing at them, just like you're in the middle of a fight in a Kung Fu movie.

Will there be any kind of bonus stage in MKIII?

Ed: You know, one of the things about *Mortal Kombat* is that everybody just wants to play the next round. When one round ends and you lose, you instantly want to be playing the

If you've played Williams' Funhouse pinball game, you've heard Ed Boon as the voice of Rudy the ventriloquist dummy.



next one. What we found with the first game was that whenever the bonus round came up—where you could break the anvil or whatever—a lot of people would just hit the button, wanting to get it over with. So we'd rather use the memory to make more moves or another hidden character or something like that.



Can you tell us how you ended up at Williams/Baty/Midway working on these games?

Ed: This is the only job I've had since I got out of school eight years ago. I went to the University of Illinois at Champaign. After I graduated, I interviewed here and started doing pinball machines, about four or five of them: *Taxi*, *Space Station*, *Black Knight 2000*, *F-14*...

How did you come to be the voice of Rudy in the Funhouse pinball game?

Ed: I've done speech for at least 15 or 20 games that have come out of here, both pinball and video. In *Total Carnage*, I was that guy that would yell "Abyoolabababa!" What was his name, John?

John: General Ahlboob.

Ed: Right. I was the announcer in *Hit the Ice*. I did a ton of speech in the *High Impact* games, the football games.

I can't even remember this... anyway, at some point I just kept being asked to do sounds, just to go into the studio and do some characters. I had already worked with the Funhouse guys on a game called *Barzai Run*, so they said, "Can you just come in and do the dummy's voice?" I said, "I guess they liked it a lot, so they made it a really huge part of the game. I think they gave me way too much credit, but they gave me a Funhouse machine and stuff, it was cool. I mean, I thought it was a great game, I didn't think that my voice was what made it great!"

So *High Impact* was your first video game as a designer?

Ed: Yeah, after *Black Knight 2000*, I came down to the video game department to do *High Impact*. John Tobias was already down here working on *Smash T.V.* or something.



MK Marisa: John Vogel animated the Kintaro model in *Mortal Kombat II*.

John: Right. I had gone to the American Academy of Art for two years, and while I was in school there I did some comic book work for Now Comics. That was really... I mean, I needed money to get through school! I was planning on continuing the whole comic book thing but that's a tough industry. I was doing *Ghostbusters* comic books, which wasn't the superhero thing, but I needed to buy my tubes of acrylic paint.

So I had to draw *Ghostbusters* for the two years while I was in school, then when I graduated I interviewed here for an artist position. John Vogel was a friend of mine from the Academy who got hired by Williams right out of school. I think he had been working here for a couple of months when he called me up and said, "Hey, there's an opening." So I started here and my first project was *Smash T.V.*

Tony Gaskie: I went to the American Academy of Art as well. I actually majored in oil painting and illustration, but I took a semester of computer graphics courses and started to get interested. I mean, I used to draw with this thing called a KodaPad on my Commodore 64, but at the Academy I worked on a Lumina system with a Targa board. Then I got an internship doing educational animation at a place called Hershley Systems, which gave me a really huge portfolio. I was doing medical stuff, scuba diving animation, whatever

needed to be done, and while I was in this course I met John Vogel. He told me that I should come in to Williams and show some of my stuff, and three months after I got out of school I was working here.

The first thing I worked on was some dot-matrix stuff for a pinball game called *Humane*, I did *Super High Impact* with Ed, then I worked with Mark Turmell on *Total Carnage* and *NBA JAM*. I worked on *Mortal Kombat II* and did a little bit of stuff on *NBA JAM*.



Ed: Rudy's line, cut-up video game. *High Impact*. Each of these players is a digitized image of Boon himself!

Tournament Edition, now I'm on MK III.

It sounds like John Vogel is the key to a lot of people's involvement with this project. John, how did you get into this business?

John Vogel: Well, I had just finished up at the Academy, where I was working on a portfolio as a comic strip artist. I decided to take an extra semester of computer graphics—you know, it was the "wave of the future," it seemed really cool. That's where I met Tony; in fact, we both applied for jobs at Hershley Systems at the same time. I was actually working as a cashier at a Jewel food store when the school called me up; this was in '89. They had been contacted by Williams, which was looking for artists.

I was hired at a time when the company was just finishing up *N.A.R.C.*, which was a big project; it was the first video game the company had done in several years. Some new design teams were being formed, and I ended up on a game called *Strike Force*, which was sort of a Defender upgrade. I've bounced around to different projects since then; I worked on *T2*—both the video game and dot-matrix stuff for the pinball game—and I did the backgrounds in the original *Mortal Kombat*. I also worked on *MK II*, but only for about four months; I animated the Kintaro model and created some of the armor he wears.

Ed: Now, after *High Impact* I worked on a sequel, *Super High Impact*, and John Tobias did *Total Carnage*. After that, John and I



Background artist Tony Gaskie.

were talking about the fact that we had both done games that had really small characters. We thought, "Jeez, we've got this really cool digitizing stuff and we're not doing games with big characters." Of course, *Street Fighter II* came out around that time, and those characters were considered really big. So we figured we'd do stuff that was even bigger than that.

You had been digitizing football players for those two games. Who were those characters?

Ed: I was the football player.

Really? You duplicated these digitized images of yourself at



Model/actress Naomi Hoskins (seen here promoting Midway's NBA JAM) appears as Sonya in *Mortal Kombat III*.

When we got the OK to do it, we got one character up on the screen and everybody just freaked out. We got this guy doing an upcut and the other guy would fly up in the air; we had sound effects in there from *High Impact* at the time. It was very crude, but everybody just got really attached to the game, including our president. John and I are very pessimistic and cautious about things, so we were saying, "Whoa, don't go planning on this magash before we even test it!", but he was predicting huge numbers before there were even two characters in the game. So John and I were testing *Mortal Kombat*, and kids really liked it. We put Sonya in it and stuff; even then we were still saying "you never know what's gonna happen," but now that's all we've been doing for the last two-and-a-half-years!

What kind of music do you guys like?

Ed: Whoa

John: [laughing] That came out of left field!

Come on, what do you listen to in your car?



Ed Boon (seated) and John Tobias at work at the Midway studios during the filming of *MK III*.

over the field?

Ed: Yeah, our level of sophistication was very crude, we didn't really hire actors at the time. It was a very "model shop"-ish, do-it-in-your-garage type of production.

John: It's a lot different now.

Ed: So then we went to management and we proposed an idea for a Jean-Claude Van Damme game, we wanted to get Van Damme involved. We didn't think of fatalities yet, we hadn't come up with this whole violent thing—we just wanted to do a real cool digitized fighting game.

John and I are very pessimistic and cautious about things, so we were saying, "Whoa, don't go planning on this magash before we even test it!", but he was predicting huge numbers before there were even two characters in the game. So John and I were testing *Mortal Kombat*, and kids really liked it. We put Sonya in it and stuff; even then we were still saying "you never know what's gonna happen," but now that's all we've been doing for the last two-and-a-half-years!

What kind of music do you guys like?

Ed: Whoa

John: [laughing]

Come on, what do you listen to in your car?

Ed: I listen to a very weird range of stuff...from Rush and Queen and The Police to, like, Prince, Boyz II Men and Bell Biv DeVoe. Anything that Sting does, I'll buy it the minute it comes out.

John: I like White Zombie, Nine Inch Nails, a Chicago band called Stabbing Westward...and the more typical stuff like U2, Nirvana, stuff like that. Rap, I listen to the Beastie Boys, they crack me up.

Any magazines or comic books that you read regularly?

Ed: I've got a sub-

scription to every single video game magazine on the planet.

John: I used to read comic books religiously, but now, it's like, I'll get really excited when I go into a comic book shop and then I'll walk out with nothing. I don't know why that is. I love looking at the Image comics, they've got some good-looking stuff!

In the Mortal Kombat comic book from Malibu, there's a new Ninja character called Hydro. Were either of you involved in the creation of this character?

Ed: Oh, that's like Sub-Zero's little brother or something...no, that character has nothing to do with the game.

Do you play video games at home?

John: Not now! [laughing]

Ed: I bought *Dankey Kong Country* the day it came out, and I have yet to even open the shrink-wrap. I made it a point to go drive out and buy it and I was all excited about getting it, but we've been in the middle of *Mortal Kombat III*, some day I'll open it. I've got a Super NES, a Genesis, Game Gear, Game Boy...I've got a Synx.

Quah? Come on...

Ed: Hay, I love the Lynx, but those guys aren't supporting it. We've had some really cool multi-player Lynx games here at the office, like *Slime World*.

John: Oh, yeah. We'd all link up and play 'til four in the morning. *Checkered Flag*, too. I accidentally stepped on my Lynx and broke it.

Any other non-Midway games that you guys play for fun?

Ed: *Daytona* is awesome. We've got one here in the filming room, and we take way too many breaks to play it.

Lots of video game players know of Ed and John from the Noob Saibot character. Are you two comfortable with the public image of being the creators of Mortal Kombat?

Ed: You know, there's actually a ton of credit that needs to be given to the other guys on the team. A lot of people think it's just John and I, but—for example—I can't even tell you how much respect Dan Forden deserves, he's just a genius. And I can't imagine *Mortal Kombat* without Tony Gookie or John Vogel; their work just sets the mood for the entire game.

Have you been asked recently about the violence in the game? What's your stock answer when somebody asks you why there's so much blood, or why the fatalities are so outrageous?

John: We don't hear that question as much as we used to. You know, Ed and I have said this a lot. Fighting games are inherently violent, but the gore and the fatalities are just there to give the player a quick thrill. After you see a fatality ten times, I think it gets a little old. But the players keep coming back, they keep playing, so there must be more to *Mortal Kombat* than just those cheap thrills. They get an instant reaction, but even after you've seen all of the fatalities, the game is still fun. There's a lot more to it, otherwise, the games wouldn't be doing as well in the arcade as they have been.



Will this cyborg be the only Ninja character in *MK III*, or will Reptile return from the bottom of the Pit?

PREVIEW

Super NES

Publisher: Nintendo

Developer: Argonaut/Nintendo

Size: 16 Meg

Players: 1 or 2

Available: August

Comments: This sequel to the original *Star Fox* game utilizes the same second-generation Super FX chip that's being used in SNES games like *FX Fighter* and *Comanche*.



Plenty of fans of the original *Star Fox* game are anxiously awaiting the release of its sequel...and with good reason. The fastest version of the Super FX graphics co-processor chip provides better animation as well as playability. The option to play in 1- or 2-player mode is just one of the new features you'll find in *Star Fox 2*. You'll even be able to morph into other types of aircraft mid-flight. Look forward to an all-new, detailed storyline to further pique your interest.



Star Fox 2 includes a strategy map window that allows you to plan and track your progress.



The backgrounds appear to be more detailed than in the first game.



Now you have the option of playing in a two-player split-screen mode.



Cruise through a wider playing field.



CAST OF CHARACTERS

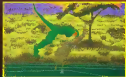
Star Fox 2 features the original *Star Fox* characters, as well as new ones.



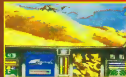
If you were one of the millions who were addicted to the original *Star Fox*, you'll be looking forward to many more sleepless nights with the sequel!

The Super FX² Chip!

New games *FX Fighter* and *Comanche* also feature the newest Super FX chip.



FX Fighter



Comanche



Can *Star Fox 2* top the addicting action of the first game?



PREVIEW

Genesis

Publisher: Sega
Developer: Clockwork Tortoise
Size: 16 Meg
Players: 1 or 2
Available: April
Comments: This is Clockwork Tortoise's first collaborative effort, though individual members of the design team previously worked on games like Sega's *Batman Returns*.

They packed a lot of game into this 16-meg Genesis cartridge. Play as either Batman or Robin, or play in two-player cooperative mode. The game plays a lot like Sega's *Gunstar Heroes*—a lot of action, a lot of weapons, a lot of noise. The animation is supreme, and the music will motivate you to shake your booty. Duke it out with the likes of the Joker, Mr. Freeze, and Two-Face. *The Adventures of Batman and Robin* offers a wide variety of game play. It will definitely keep you busy until the *Batman Forever* movie is released.

Play as either Batman or Robin!



Choose to go it solo or team up with a friend!



Find the Mad Hatter and kick his buck teeth in.



Incorporate the acrobats!



Some of the graphics will make you double-check that you're playing this on the Genesis!



Please, thugs must be made with a whole lot of Spandex; Batman can really kick...



...but does the word "cup?"



BATMAN



The techno-style music in this game is so cool, you won't believe it!

Loads of evil villains to smash!!!

Two-Face



Mr. Freeze



Mad Hatter



The Joker



PREVIEW

3DO

Publisher: Electronic Arts

Developer: Five Miles Out

Size: CD

Players: 1

Available: April

Comments: An interesting 3-D, first-person perspective shooter with a solid, surreal ambience. Looks like a promising game with some lasting play value.

Immercenary

Immercenary, a first-person "blaster" for the 3DO, takes place in a dark, futuristic, Orwellian world. The storyline progressively reveals itself as you converse with other characters in the game. You play a soldier-of-fortune whose mission is to destroy Perfect 1. A variety of weapons are at your disposal. You'll need them to eliminate 16 types of enemies, each one with its own tactics and abilities, as well as 11 different bosses. An intense shooter.

SIZZLING-HOT GRAPHICS TO BLOW YOUR MIND!



She needs a new stylist.



Instruments of torture.



The transformation—looks like it hurts.



The mad scientist.



Look for different colored spires whenever your ten-gallon hat gets to feeling five-gallons flat.

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Friendly.



Sociable.



Difficult to talk to.



U R Lance



U go to the



2 fix a



U find
that the



is going 2



U run from
Fritz

destroy
the



and b-come
the



get



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CIRCLE #105 ON READER SERVICE CARD.

PREVIEW

Genesis

Publisher: Sega

Developer: Novotrade

Size: 8 Meg

Players: 1

Available: May

Comments: As part of Sega's Sega Club line of software and hardware, Ecco Jr. is the "kid-die" version of the original Ecco game. It's recommended for kids from ages four to nine.



Ecco Jr. includes multi-level games for kids like Hide and Sing, Dolphin Dash, and Tickle Tag. Tickle Tag sounds very intriguing and very kinky, don't you think? The game features the same vivid underwater graphics that made the original Ecco the Dolphin such a popular game. Plenty of dolphin songs to which you can sing along. Parents will appreciate the fact that the game play emphasizes friendship. It's so adorable, it'll make you want to quit the cult of the bad.



Don't let 'em snake your friends.



Use your sonar to find your friends.



PREVIEW

Genesis 32X

Publisher: Sega

Developer: Sega of Japan

Size: 24 Meg

Players: 1

Available: April

Comments: A new cutesy platform game with a new cutesy character for the 32X. Sega of Japan really outdid itself here and created a booty-shakin' grasshopper.



Tempo the grasshopper makes his debut appearance in this self-titled cartridge for the 32X. His mission is to destroy the super-bad space octopus, King Azalos, in order to restore peace to the land of Rythmia. The music in the game includes everything from jazz, electric and brass to tropical island tunes, so you can dance the night away, just like you did in those Studio 54 days. You'll enjoy the colorful graphics and smooth animation.



Tempo can even fly.



There's a music theme here.





Hover Hunter is a fast-action 3-D shooter in which you must conquer four different worlds. Each world is comprised of four missions, and mission objectives vary from seek-and-destroy to avoid-and-protect. There are separate maps for each mission. The landscape is impressive, with 65,000 colors for the landscape, objects and fog. All enemies and objects are highly detailed and fully rendered.

PREVIEW

Jaguar

Publisher: Atari

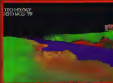
Developer: Hyper Image

Size: 2 Meg

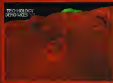
Players: 1-8

Available: July

Comments: *Hover Hunter* is Hyper Image Productions' first developmental endeavor. Thus far, the game is 30% complete and the graphics engine looks very promising.



The game runs at about 13 frames per second.



16-bit heights on the landscapes make for really tall mountains.



LUNAR

Eternal Blue

Lunar: Eternal Blue boasts four times as much anime as the first *Lunar* game, as well as over one-and-a-half hours of spoken dialogue. Many improvements have been introduced to the game. The battle system features an adjustable combat-configuration mode, and spells are more graphical, with an increased number of frames of animation to improve combat scenes. The land area in this game is three times the size of the original. Dungeons, caves and mazes can extend up to 16 levels each.

PREVIEW

Sega CD

Publisher: Working Designs

Developer: Game Arts

Size: CD

Players: 1

Available: July

Comments: Fans of Working Designs' original *Lunar: The Silver Star* have been looking forward to this sequel, and it doesn't look as though they'll be disappointed.



The combat scenes feature improved animation.



Lunar: Eternal Blue offers 60 to 80 hours of game play.



The anime scenes feature Working Designs' trademark quality dialogue.



A hint will also be available for those who want or need the help.

PREVIEW Calendar

YOUR SOURCE FOR INFORMATION ON UPCOMING GAME RELEASES!

APRIL

TimeCop Super NES, Sega CD JVC

If you've seen the movie, you've probably eagerly anticipating the release of the game. As Max, you have to stop an evil techno-demon from changing history and achieving world domination. An arsenal of weapons are at your disposal.

MAY

FX Fighter Super NES Nintendo



The first joint effort by Nintendo of America Inc. and GTE Interactive Media is *FX Fighter*, a 3-D perspective fighting game with polygon-based characters à la *Virtual Fighter*. The game uses the FX 32 graphics chip, which Nintendo claims will "provide faster play, more refined moves, and smoother animation."

Krullies Chaosix 32X Sega



New characters Charmee Bee and Mighty the emerald leopon up with Krullies the echidna to do battle with the evil Dr. Hobbobin in a Sonic-inspired theme park. The graphics and a "battered" play mechanic differentiates this game from all other Sonic games.

Daedalus Encounter 3DO Panasonic



An interactive cinematic science fiction adventure starring Tia Gernese. You'll probably remember her from such landmark cinema features as *Wayne's World*, *Alien 3* and *True Lies*. Help her take control of a disintegrated alien spaceship in order to avoid colliding with a binary star. Avoid the parasite-like Krinn who inhabit the ship. The game play includes non-related puzzles as well as action sequences. It certainly is visually exciting, with a lot of full-motion video and advanced computer graphics.



Motherbase 32X Sega

It's an alien-ridden universe, and you're in it all alone, fending off a fleet of mega spacehips. Fight mechanized meed-like fighters and use your own "dada-jack" to take over enemy weapons. Plenty of 3-D graphics and polygon graphics that'll put a kick in your pants.



JUNE

Theme Park Sega CD Domark Software, Inc.

The PC hit from Bullfrog, *Theme Park*, allows players to create their own theme park, complete with banking roller coaster victims. The player controls every aspect of running a theme park, from ride lengths and speeds to the amount of sell on the french fries.



Syndicate Sega CD Domark Software, Inc.

Another Bullfrog title ported to the Sega CD. The game takes place in a chaotic, lawless, futuristic world ruled by vicious warring criminal syndicates, all vying for world power. You play as the new executive syndicate ruler. Must kill your dearest and treacherous to become syndicate czar—oh, and you also get to do a lot of random, senseless killing, too.



Alone in the Dark 2 32X Interplay

Explore the mysteries and secrets of a haunted house filled with hidden monsters and all the evil of Dercow. Investigate the death of Jeremy Harwood in an attempt to decipher the circumstances surrounding the last moments of his life... was it suicide, or was it something else? A polygon-rendered adventure game that hit it big on PC platforms, *Alone in the Dark 2* could be another good example of what the 32X is really capable of.



Pitfall: The Mayan Adventure 32X Activision

Play as Harry Jr. in the 32X version of *Pitfall*. The 32X version features the same new levels found in the Sega CD version—three extra levels in all. All the backgrounds and sprites are illustrated with 256 colors as opposed to the original 64 colors.



Cyberia 3DO Interplay

"Cyberia" is the code name for the ultimate doomsday device. The game is set in a futuristic world led by global terrorists who've led humanity to the brink of its own obliteration. An arcade-adventure game originally released for IBM and CD-ROM formats, *Cyberia* integrates puzzle solving, arcade action, adventure gaming and full-motion video.



Big Sky Trooper Super NES/JVC Produced by Hal Barwood of Lucas Arts (producer of the original Monkey Island game), Big Sky Trooper is about aliens who discover humans and find them as slowly that they decide to declare war. You play as Star Spudg, who unwittingly finds himself a 21 Star General in the Big Sky Troopers and up against the alien Sky Lord and his entire armada. Over 100 planets to explore!



JULY

Comanche Super NES Nintendo

A translation of Novotek's PC and CD-ROM flight simulator game, Co. second generation FX chip that's being used in *FX Fighter*. It's a tight helicopter simulation within which either one or two players pilot an RAH-66 Comanche helicopter. Thirty new missions were created for the Super NES version exclusively.

APRIL

Timecop
Super NES, Sega CD/JVC

Rise of the Robots
Genesis, Sega CD/JVC

Wheelhead
Sega CD/Sega

Timecop Jr.
Game Gear/Sega

Creature Shock
Jaguar/Atari

Immerconary
3DO/Electronic Arts

The Adventures of Robin Hood
Sega CD/Sega

Tempo
Sega CD/Sega

MAY

Stellar Assault
3DO/Sega

Kirby's Dream Land 2
Game Boy/Nintendo

CD: Judgment Day
3DO/Interplay

Boogerman
Super NES/Interplay

Creature Shock
3DO/Sega

Eighth Hour
3DO/Sega

The Lion King
Game Boy/Vision

Aleddin
Game Boy/Vision

FX Fighter
Super NES/Nintendo

Krullies Chaosix
32X/Sega

Daedalus Encounter
3DO/Panasonic

Motherbase
32X/Sega

Ecco Jr.
Genesis/Sega

Johnny Mnemonic
Sega CD/Sega Imagesoft

Earth Bound
Super NES/Nintendo

Donkey Kong Land
Game Boy/Nintendo

Pitfall
32X/Activision

SnailTech
Super NES/Activision

Weaponsport
Super NES/Nintendo

Panic Bomber
Super NES/Hudson Soft

S.W.A.T. Kite
Super NES/Hudson Soft

Theme Park
Sega CD/Domark Software, Inc.

Syndicate
Sega CD/Domark Software, Inc.

Cyberia
3DO/Interplay

Alone in the Dark 2
32X/Interplay

Big Sky Trooper
Super NES/JVC

Casper
32X/Interplay

Phantoms 2040
Super NES/Viacom New Media

Comanche
Super NES/Nintendo

Hover Hunter
Jaguar/Atari

Lunar: Eternal Blue
Sega CD/Working Designs

AUGUST

Star Fox 2
Super NES/Nintendo

AND BEYOND...

Earthworm Jim 2
Super NES/Genesis/Playmates

Duelin' Firearm
3DO/RUNARUNGUN, Inc.

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TAV064

PAC-IN-TIME



Check out the look of sheer joy on Pac-Man's face when he swings from the rope!



The adventures of Pac-Man continue; though, surprisingly, this latest epic was not developed by Namco in Japan. Instead, it's a breezy platform/puzzle adventure from French developer Kalisto. The basic plot is the same: Pac-Man goes through each stage, gobbling dots and avoiding enemies. If you eat a power pellet, the ghosts turn blue and you can eat them.

There's a lot more to Pac in Time, though. Unlike the original maze game, this one's a platform-style jumping exercise that finds our hero using different types of tools to accomplish his goals. Power-up icons include a fireball (for belching flame at enemies), a hammer (for breaking through obstacles), a bubble (for swimming through underwater areas) and a rope, which Pac-Man uses to swing like Spider-Man. The rope is crazy; it's just insane the way you can flip around and reach different areas, bouncing off walls and using your momentum to fling yourself through the air.

Even at 8 meg, Pac in Time delivers solid gameplay in the context of a very long, challenging adventure. There are ten stages in

BREAKDOWN

GRAPHICS 7
Pac-Man is just too darn cute for his own good.

SOUND/MUSIC 8
Frantic tunes and funny sound effects.

PLAYABILITY 8
Lots of play value if you get used to the rope.

OVERALL RATING 8

"...a breezy platform/puzzle adventure..."



each of five different "lands"; the 51st and final stage is a showdown with the game's big boss character. What's even more impressive is that each stage is cleverly designed, with power-ups and enemies placed in such a way that you'll have to think twice about how to reach different areas. Yes, the stages and obstacles start to repeat themselves, but then the game throws you a curve by introducing a new type of obstacle or tool, like a moving hole in the ground or a floating leaf that can carry you behind the scenery. A password system allows you to save your game after every five stages.

Pac-Man fans will dig the characters and the familiar theme music at the opening of each stage, but Pac in Time really has little to do with the maze game that launched a thousand maze games. However, unlike Pac-Land—a previous attempt to blend the Pac-Man universe with a platform-game scenario—this one is a pleasantly addictive romp that knows just how to tease players into coming back for more.

—Chris Bileniek

namco

PHONE
(408) 922-0712

DEVELOPER
KALISTO

SIZE
8 MEG

PLAYERS
1 OR 2



EDITORS' RATINGS

GAME 8
Cuter than a bug's ear. It's also pretty darn fun.

CHRIS G. 7
I love Pac-Man's new 3-D look. Very stylish! And I usually hate cute crap.

BETTY 7
Pac has come a long way baby!

DUST-A-MOVE

Bust A Move, the action/puzzle game featuring dinosaurs Bobby and Bobby of Bubble Bobble fame, will have you glued to the television set for hours. It's the kind of puzzle game that you absolutely cannot stop playing, especially in the two-player mode.



You've never had so much fun with bubbles.

The game plays something like this: You're presented with several rows of different colored bubbles that start at the very top of the screen. At the bottom of the screen, you control Bobby and Bobby at the helm of a mechanism which shoots similar bubbles in whichever direction you point the cursor. Once three bubbles of the same color are connected, they disappear. The point is to clear the screen before the bubbles overwhelm you. As time passes, the top of the screen starts to close in on you. The more quickly you clear up the screen, the more points you will receive.

The mechanism dispenses one bubble at a time, but also allows you to see the color of the next bubble. Don't allow yourself to confuse the bubble at hand with the following bubble. You'll be shooting the wrong bubble in the wrong place. And that's messy.

Good aim on your part is a definite plus. Shooting the right bubble in the right direction can get a little tricky. You have the option of ricocheting them off the sides of the screen. During the first round, the computer will map all the angles out for you. But after the first round,




TAITO
 PHONE
 (708) 520-9280
 DEVELOPER
TAITO
 SIZE
 4 MEG
 PLAYERS
 1 OR 2

you're on your own. If you get the right bubble in just the right place, you can get rid of a whole bunch of 'em at once. If the three bubbles you connect surround other bubbles, they'll fall as well. It's a bonus.

It'll get confusing once the background screens get more colorful and start moving around, too. But it all adds to the challenge of the game. The backgrounds grow progressively more interesting. Big bubble that move across the screen and dark, creepy clouds. It's all quite graphi-

BREAKDOWN

GRAPHICS

Bobby and Bobby never looked better.

SOUND/MUSIC

Cortney and carnage.

PLAYABILITY

You will not want to stop playing.

Overall Rating: **9**

Excellent

Very Good

Good

Fair

Poor

Very Poor

Terrible

Awful

Horrible

Unplayable

Unusable

Unusable

Unusable

Unusable

Unusable

Unusable

Unusable

Unusable

EDITORS' RATINGS

GABE

Completely addictive. It'll put a stronghold on you.

CHRIS B.

One of the most relentlessly addicting video games I've played since Tetris.

NIKOS

Party time with your SNES!

SUPER NES



cally pleasing. Little Bubble Bobble creatures are trapped inside each bubble, and once you clear the bubbles off the screen, they're released.

Special bubbles demarcated with icons like lightning bolts or flames operate to assist you with your bubble-bursting mission. If you hit a "flame" bubble with one of your own bubbles, an explosion will occur that many bubbles won't be able to withstand.

Two-player mode is exciting. You and a friend will be cursing at each other all day. The screen is split vertically, and the object of the game is to burst more bubbles than your opponent. The number of bubbles on your opponent's screen will increase as yours decrease. It can really make 'em mad.

—Betty Hellock



Killing is Harry's business and business is not so good.



EDITORS' RATINGS

CHRIS C. B

This game is not bad, just incredibly difficult. I really enjoyed the Zombies Ate My Neighbors-style overhead view. It's actually pretty strange to see ultra-on, short and stubby characters blasting each other bloody with dangerous guns.

TRUE LIES

I MUST... KILL!



HARRY GETS HIS ORDERS!



Okay Harry, you've got to attach the modem to the computer upstairs and download the files.

PHONE

(516) 624-8888

DEVELOPER

BEAM SOFTWARE

SIZE

12 MEG

PLAYERS

1

Last year, "The Ah-nuld" made a triumphant comeback with the mega-blockbuster action flick *True Lies*. Having failed miserably for the first time, film-wise, in 1993's godawful *Last Action Hero*, Arnold once again joined forces with the genius that is James Cameron. The resulting film, *True Lies*, took off and never looked back.

You play as Harry Tasker (Schwarzenegger), secret agent, and your latest mission is to stop a lunatic terrorist organization, the Crimson Jihad, from threatening the world with nuclear war. You're not totally alone in your mission, however. Like the movie, "Gib" (Tom Arnold) is nearby to give you all the directions and advice you'll need to survive.

The layout of *True Lies* is an overhead, 3/4 view (à la *Zombies Ate My Neighbors*). As you traverse the levels, you'll pick up assorted guns, ammo clips and health-packs along the way. All the while, those evil, Third-World terrorists are casually walking around, brandishing their AK-47s (as if no one would notice). The big drawback to just flat-out opening fire on these jerks is that you've got to be careful not to hit any of the "innocent bystanders" who mingle amongst the bad guys, making it easy to hit one by accident. If you end up wasting three innocents, Gib informs you that you've failed the mission. That's no fun. If you lose three lives, you fail, and the madman launches his nuclear attack.

The graphics in *True Lies* are pretty sharp and colorful, although the characters on screen are sort of fat and stubby-looking. Arnold actually looks more like The Beast from Disney's *Beauty and the Beast* than himself. And...well, what's this?!! Blood? In a Nintendo product? Wow, *ML* it really started something. It's not exactly gushing, mind you, but it is in here.

Now, believe me, everyone here at the office knows how much I enjoy a good game of mindless shooting and destruction. But no matter how mindless, no matter how destructive *True Lies* is, it can't hide from the fact that it controls horribly. Often, turning to accurately fire at a terrorist is nearly impossible. Instead of a *Bald*, *Earthworm Jim* or *Contra* shooting style, there's this twitchy, jerky, bullet-goes-whenever-it-feels-like kind of reaction. In a world filled with video games out the yin-yang, this is not something you'll want to play for very long, that's for sure. Frustratingly difficult control ends up sending *True Lies* spiraling into the videogame gutter. I'm not lying.

—Jim Loftis

"Controlling fire-power is like trying to win the Indy 500 with a '76 Pinto..."



BREAKDOWN

GRAPHICS

The Ah-nuld! looks more like "The Beast"!

SOUND/MUSIC

The effects are cool; the music is very lame-o

PLAYABILITY

Control so bad, you'll want to use a REAL gun!

OVERALL RATING

6



I thought the *Flintstones* movie was dumb (and it was), you might be hesitant to play the video game based on the movie. But think again. Because Ocean's *Flintstones* game is a surprisingly smart platform game with more replay value than one would initially think.

Fred has to rescue Pebbles, Bamm-Bamm, Wilma, Dino, Betty and Barney from the money-hungry Cliff Vandercave. In order to do so, Fred must traverse five zones: The Quarry, Bedrock, The Jungle, The Volcano and The Machine. Watch out for stuff like molten lava, saber-toothed tigers, big ol' buzzsaws, and a whole lotta hungry dinosaurs.

The game begins in the quarry. You'll notice right off Fred's close resemblance to John Goodman, and it's almost disturbing. I don't think any cartoon character should have John Goodman's face. It's scary, but I like it.

The animation of Fred is excellent, too. As he runs, his tie sways back and forth. When he jumps, it flaps in the air. And you've got to see Freddie take a leap—his arms and legs sprawl in the air, and he actually looks sort of graceful in a goofy way, and thinner too. All that exercise must be doing Freddie some good.

What's more, wielding a club can be a lot of fun. You'll have the opportunity to



smash frogs, dinosaur eggs on legs, and burly cavemen with lots of facial hair. It's especially entertaining when you club cavemen in the back. They don't see it comin'. And when you do use that club, you can expect a nice meaty 'thwack' every time. You'll hear a flesh-impacting thud or blood-releasing squish—very satisfying.

In fact, Freddie's got an entire arsenal of weapons at hand: the club, big rocks for throwing, and bowling balls. The club is a permanent fixture; the rocks and bowling balls you collect as you go along. Bash the big rocks to reveal gems, power-ups and extra weapons. This platform game has a lot to offer in the way of pick-ups.

Freddie and I haven't had this much fun since *Yinbo's* NES rendition of a *Flintstones* game. So if you're looking for a challenging platform game with a lot of playability, this one will provoke plenty of 'yabba-dabba-doo's'!

—Betty Hallock

EDITORS' RATINGS

JIM 5
I thought this was gonna be a sell-out like the movie was, but Ocean did an A-1 job! A very playable game with lots of mindless violence, which I like!

GABE 4
Actually a pretty boring platform game that attempts to cash in on an over-typed bomb.



Freddie's got style, too.



BREAKDOWN

GRAPHICS 3
Fred really looks like John Goodman.
SOUND/MUSIC 3
The music has its ups and downs.
PLAYABILITY 3
You'll like clubbing your enemies to death.

OVERALL RATING 3



"Freddie likes to club cavemen from behind."



The Warlock really looks like Julian Sands.

Warlock is based on a series of cult horror films starring one of the most famous second-rate English actors in the world, Julian Sands. As a matter of fact, I really like Julian Sands. He's been in quite a few of my favorite movies as well as the acclaimed English TV series *Brideshead Revisited*, the story of a family who...um, actually, that was Jeremy Irons. Oops. The Warlock movies were about a druid who comes to the present to stop the Devil's son (that's right, the one and only child of the Prince of Lies himself) from doing...something really bad and evil. I can't quite recall exactly what he was doing, but it wasn't very nice. Anyway, Acclaim has jumped onto the Warlock-fever bandwagon and released both SNES and Genesis platform games. The horror, the horror....

First off, the SNES version. You're the Druid From The Past. Yeah, it sounds like an English rock group from the seventies, but that's what you are. You

begin your quest in the countryside, and you have been charged with finding six ancient runestones before the Warlock does. Consequently, Julian Sands tries his hardest to make your life...hell! He ha!

You'll encounter adversaries such as dogs that turn into hellhounds, vicious bats, and people that turn into zombies. Watch out for the latter: They'll get up and chase you after you think you've killed them. Luckily you have magic bolts to fire at everybody, and along the way you can find magical power-ups which give you crafty spells to use.

The SNES graphics are excellent, and the sound is very moody. Oh yes, it's a right-on game, to be sure.

The Genesis version is very similar, but not quite as good. The graphics are a bit more dull. But it does include the sequence where you see Julian Sands' head silhouetted against a dark sky, and then a bolt of lightning flashes and his face is illumi-





BREAKDOWN

GRAPHICS 6
The characters should have been bigger.

SOUND/MUSIC 7
The screams of the dead were very chilling.

PLAYABILITY 7
Slow at first, but you'll eventually get into it.

OVERALL RATING **7**

Grim

nated. That's pretty exciting. It's too bad you can't play as the Warlock. Then the game's objective would be more interesting—find inventive ways to kill the Druid and spread all kinds of evil across the land. But I do like the way the wind is always blowing up beneath the Druid's robe—I think he thinks it feels good. It's a nice effect. I wish he were a bigger sprite, too.

The first level was rather boring. Except for the aforementioned dogs that turned into hellhounds—they were downright beastly. But I was particularly unimpressed by the zombies in the Genesis version. They weren't gory enough. And sure, a couple of them were persistent and would get up again after you'd shot at them, but that's nothin'. Besides, I've had enough of zombies from playing too much of *Corpse Killer*. Even coming face to face with the Warlock himself at the end of the level doesn't compare to some bosses you'll find in plenty of other games.

However, once you're in the "Cavern Below the Lake" level, the game play does pick up. You'll find yourself in a dark, dank, purple underground cavern where deadly ooze drips from the ceiling and scorches your skin. Giant tarantulas and swarms of little devil bats will

attack you. The purple and green backgrounds are more interesting than the library back in the "New England" level—just a bunch of brown wood—bleh.

"A Grim Garden" is tough. The Warlock makes the statues come alive and attack you, and they really whoop up on you. Statues of gargoyles and griffins and archers are going to kick your butt, but that's a good thing. The point is, I progressively began to enjoy myself as I continued to play the game. Other levels include: "Inside the Wizard's Castle," "The Cemetery," "The Mountains," and "The Underworld."

The power-ups can be nitty. The Levitation Crystal is my personal favorite. It allows you to float across the sky. Pots of liquid fire (the Fire Pots) also come in handy. They double the power of your blaster. There are also Weak Smart Bombs, Strong Smart Bombs, and Healing, Revival, Protection, Tremor and Time Reversal Spells.

Overall, I thought the game needed a little more evil. And though the Genesis version didn't look quite as good as the Super NES version, it was still an all-right game.

—Gabe Soria (SNES)
Betty Hallock (Genesis)

"If you liked the Warlock movies, you'll like the game."



DESERT DEMOLITION

EDITORS' RATINGS

CHRIS G. **B**
Gabe's way off on the rating for this one. OO has some of the best animation ever created for the Genesis. This is the first true interactive cartoon because you control the action. Plus, you can finally fulfill your lifelong dream of catching the Road Runner!

PHONE

1000 USA-SEGA

DEVELOPER

BLUE SKY

SIZE

8 MEG

PLAYERS

1

Somebody must have blessed dev. lopers with Looney Tunes licenses, because games based on those cartoons maintain a high standard of quality, and *Desert Demolition*, starring Wile E. Coyote and the Road Runner, is no exception.

In *Desert Demolition* you can live out your dream by playing the coyote and attempt to catch the Road Runner, or you can play the thin-necked bird, if you so please, and keep yourself one step ahead of the ravenous and crafty Wile E. I suspect that you'll be like me and opt for the coyote nine times out of ten. Why? Well, all the Road Runner does in this game is run away, and maybe get the satisfaction of seeing the coyote get blown up every once in a while. It gets kind of dull playing a stupid bird. On the other hand, playing the coyote is a blast. As you progress through the different desert locations, you encounter various Acma devices which can help you nab your nemesis. From spring-heeled shoes to rocket skates, Wile E. Coyote's got a lock on the gadgets. At certain points in the game you even get to fly around in his famous green

"Batman" suit. The thrill alone makes the game.

One of the best features of the game is its attention to cartoon detail. Take the music for example. When your character performs different actions, the music changes to fit those actions. When the coyote is just wandering around the playscreen looking for trouble, a pleasant melody is the soundtrack. But when he starts to run after his obscure object of desire, there's a great Gene Krupa-esque drumbeat to accompany him. Carl Stalling is probably grinnin' in his grave over this one. Both characters retain all the personality quirks that they possessed in cartoon form. The coyote acts like a mad genius as well as a complete goof and the Road Runner is constantly beep-beeping and sticking his tongue out.

I got a kick playing *Desert Demolition* and if you grew up watching the *Bugs Bunny* and *Road Runner* Show on Saturday mornings, this will be your cup of tea. You might finally get your wish of seeing the bad guy get the bird and actually have that delicious dinner he's been dreaming of for so many years.

—Gabe Soris

BREAKDOWN

GRAPHICS

Looney Tunes cartoon quality

SOUND/MUSIC

Goofy effects and great music

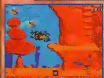
PLAYABILITY

The Road Runner game is weak

OVERALL RATING



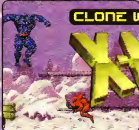
"EAT THE ROAD RUNNER AND EAT HIM GOOD."



Wile E. Coyote has more gadgets than G.

CLONE WARS

X-MEN 2



Use your mutant powers to kick butt!

BREAKDOWN ▼

GRAPHICS 8
Totally like a hot apple pie.
SOUND/MUSIC 7
Great effects, average music.
PLAYABILITY 8
It'll have you oohing for days.

OVERALL RATING 8



PHONE
1800 USA SEGA
DEVELOPER
SEGA
SIZE
16 MEG
PLAYERS
1

CHOOSE YOUR FAVORITE FROM THESE X-MEN!



Cyclops

Optic blasts are great for taking out enemies at long range.



Nightcrawler

Teleportation comes in handy, you know.



Wolverine

His adamantium claws and super-human healing make him one tough mother.



Beast

This furry monster is incredibly strong and agile.



Gambit

The Ragin' Cajun throws explosively charged playing-cards.



Psylocke

She has a psychic knife and she'll use it too.

You can eventually choose Magneto, the formerly evil mutant who now uses his magnetic powers for good!

EDITORS' RATINGS ▼

GORE 5
Titles above the first game, with great character animation.

NIKOS 8
The best comic book-to-video game adaptation yet.

JIM 8
This makes up for all the other lousy comic games! Super!

Sega's first X-Men game was one of my favorite games of recent years, but *X-Men 2*...whew! It's like finally realizing that 75-watt light bulbs give off more light than the 60-watt ones. You just never want to go back to the old ways. I'll always remember the first X-Men for the classic that it is, but *X-Men 2* just blows it away totally.

As any one of seven X-Men (you actually have your choice of seven of your favorites) you must fight the Clone Wars, defeat all the Evil Mutants at their game and finally battle the depthless evil known as Apocalypse, who looks like a huge blue marionette on steroids. Which X-Man you choose can make a huge difference on your chances of success on each level, so choose carefully. Luckily, all of them possess some impressive mutant powers, and you'll always be able to pick a different one to play.

The game play is standard platform, which earns it a few demerits for some lack of originality. Designers ought to know by now that change is good every once in a while, and that gamers enjoy different things thrown into the soup. (See *Earthworm Jim* for inspiration.) In the final equation though, this is a small problem, because there's enough action to distract you.

X-Men 2's graphics are quite a leap beyond those of its predecessor. The original game's characters are dark midgets when compared to the giants of *X-Men 2*. They're bigger, they're bolder, they're

spicier! The character animation is amazing, and the colors are surprisingly rich for the Genesis. The game also benefits from beautiful backgrounds and effects. The snow in the first stage looks terrific, and it only gets better from there.

No doubt about it, I enjoyed this game heartily. Sega took the license and ran with it, coming up with a game that will have X-Men fans peeing themselves and converting a slew of new comic-book geeks. Dare we hope for future X-Men games for the Sega CD or 32X? Imagine the possibilities: you'd be able to pick from a menu of two dozen X-Men! The game could be huge! Are you listening, Sega?

—Cabe Soria

"X-Men 2 is a GREAT comic book game!"





ELECTRONIC ARTS®

PHONE
(415) 571-7171

DEVELOPER
EA

SIZE
16 MEG

PLAYERS
1 OR 2

This is the baddest of them all—the final chapter in the *Road Rash* trilogy. (Well, at least on your 16-bit Genesis.) *Road Rash 3* is ready to tear up your living room. The key to *Road Rash*'s success is the pure joy of playing a racing game with no rules—you can inflict bodily harm to your opponents and win the race. I'd go so far as to say that *RR3* puts the fun back into roadway violence.

If you're a fan of the series, you already know the pleasure of knocking some sorry dude off his bike and speeding away from the cops.

Road Rash 3 has some definite improvements over the first two games in the series, the most notable being the weapons. Would you believe a cattle prod? In hilarious cartoon style, you can electrocute your opponent with your prod and get a quick look at his skeleton. How about smacking some obnoxious rider with a pair of nunchaku? It worked for Bruce Lee. Try spraying some mace into your enemy's eyes and see how long they last on the road. A handy crowbar might make a handy hood ornament on someone's face. Or just try lobbing an oil can purely for self defense. Plenty of old standbys like the club and the chain are also at your disposal.

Other features include the ability to upgrade your bike, rather than start from scratch. You can purchase improved engines, tires and suspen-

EDITORS' RATINGS

GEOFF 9
I love the *Road Rash* series, and this is definitely the best of the three Genesis carts.

CHRIS E. 3
Gotta agree with Geoff here; if you haven't already been spoiled by the 3DO version of *Road Rash*, you'll dig this version like a groove.



TRAVEL AROUND THE WORLD!



Race on tracks in seven different countries!





sion. Some new leather duds can also be had for a low price. In the obstacles department you'll have to swerve away from wildlife and pedestrians. (Unless street pizza is your idea of fun.) Also, get a load of the buzzing helicopters that will try to chase you down.

I don't consider myself a biker, but I drive a motorcycle to work everyday. I always make a point to drive safely and wear a helmet. (It only makes sense. I want to live to play more games.) But being a goody two-shoes rider in real life doesn't mean I don't fantasize about mowin' down the snot-nosed kid in the Honda next to me...or think about poppin' that cocky policeman on the Kawasaki. Sure, I think those nasty thoughts and there's no better way to get 'em out of my system than playing



"ROAD RASH 3 MAKES RECKLESS DRIVING FUN AGAIN!"



2-PLAYER ACTION!



Road Rash 3. I'd go as far to say that it must be healthy to engage in ultra-violent video games. Heck, it keeps me sane on the road.

If you've never played a Road Rash game, what are you waiting for? For fans of the series, this is the best one yet.

—Chris Gore



BIKE SELECTION

One of the few birds that can't fly. Should be called PENGUIN.



PLAYER A CAGN+TRABE \$2999

PERIOD 3700 DURATION 4000

CORSEUR 4000 DURATION 4000

CONDUCT 3000 EXOT

The most monstrous production bike ever to rule the road.



PLAYER A CAGN+TRABE \$2999

CORSEUR 4000 DURATION 4000

CONDUCT 3000 EXOT

Midnight on steroids, on 1188 stuffed into a 758 chassis.



PLAYER A CAGN+TRABE \$2999

CORSEUR 4000 DURATION 4000

CONDUCT 3000 EXOT

SANZAX 758 1188 EXOT

Frankenstein's Monster of the Jet pack, a composite of wrecks.



PLAYER A CAGN+TRABE \$2999

PERIOD 3700 DURATION 4000

CORSEUR 4000 DURATION 4000

CONDUCT 3000 EXOT

Spind your money wisely, there are over 10 different classes of bikes to choose from.



BREAKDOWN

GRAPHICS

Great new realistic background

SOUND/MUSIC

Pointed sound effects, the music is okay

PLAYABILITY

A great racing game with violence to boot

OVERALL RATING

7
VIRGAMES

GENESIS 32X

"MKII FOR 32X IS AS BLOODY AS IT GETS!"



MORTAL KOMBAT II

Get ready for blood, lightning, blood, excellent character animation, blood, great sound effects, and yes, more blood! Prepare yourself for Mortal Kombat II for the 32X.

Your Genesis upgrade must be starved for some good games and MKII is it. You already know the story—light to the death and a chance to battle the ultimate champion Shao Kahn.

While I could go on and on about how great this game is, let's not beat around the bush. What you really want to know is how the 32X version stacks up against the Super NES and Genesis! Let me just say that the 32X version is the best arcade translation of Mortal Kombat II currently available. The 32X version is miles above the Genesis cart in all categories: The color, animation and sound are all a 32Xcellent treat.

Of course, that doesn't mean it's better than the Super NES version of MKII which was reviewed in our October '94 issue and scored a perfect "10." In fact, when compared with the SNES cart there are only a few subtle differences. The graphics in MKII for 32X look only slightly better by about 10%. The game is full screen (MKII for SNES has a thin black line at the bottom—tunny, I never noticed it before) and the improved colors add a slightly more 3-D look to things like the match-up screen. Only by using a video switcher box and switching back and forth between the SNES and 32X versions will one begin to detect these subtle variances.

The game plays about the same; however, if you're used to executing finishing moves on the original Genesis cart, you'll notice some very minor differences. Most of these involve distance from the opponent when performing fatalities and so on. A little experimentation and you'll be gushing blood in no time.

The real name of the game is sound and here's where the 32X stops short. The music is crackly and though all of the effects and voice samples from the arcade are here, they're just plain weak. I expect a little more from 32-bit. The SNES version is superior in this area. Sound and music are crucial to the enjoyment of any fighting game, especially the king of fighting games.

If you own a 32X and have not purchased Mortal Kombat II, **get it now.** If you already have the SNES version, you may want to steer clear. All in all, an excellent arcade translation with one minor disappointment.

—Chris Glire

BREAKDOWN ▼

GRAPHICS 10
Just slightly better than the SNES version.
SOUND/MUSIC 7
The tiny Genesis sound is the weakest part.
PLAYABILITY 10
Some nerves excruciate differently; still awesome.

OVERALL RATING 9

EXCELLENT

Acclaim
Entertainment

PHONE

(516) 624-8888

DEVELOPER

PROBE

SIZE

24 MEG

PLAYERS

1 OR 2



FINISH HIM!!!

It's the 9th old game, on your Genesis, but with the 32X you'll see more colors and hear better sound.



BLOOD AND GORE!!!

How many shades of red will you see on the improved 32X version? Plenty!



COOL
CINEMAS!



BEYOND OASIS

"The bosses in this game are big, bad and mean."



GENESIS

SEGA

PHONE

(800) USA SEGA

DEVELOPER

ANCIENT

SIZE

24 MEG

PLAYERS

1

Magic, swordplay, big bosses, great graphics...what more could a gamer ask for? *Beyond Oasis* has it all. This new title from Sega is one of the most enjoyable games released this year.

You are young Prince Ali, a mischievous boy who enjoys treasure hunting. One day you unearth a gold amulet. To your amazement, the amulet controls the powers of the elemental spirits. Unfortunately, as a result of your discovery, the world of Oasis is overrun by evil beasts intent on reclaiming the amulet for their own evil purposes. It's incumbent upon you to stop them. And so the adventure begins...

One of the first aspects of *Beyond Oasis* that grabs you is its graphics. Approaching almost Aladdin quality, Ali's movements are fluid and the amount of attention paid to the details is excellent; the minions of evil seem to just spring to life.

The animation is shown in 3D perspective and Ali's moves are abundant and easy to perform. The result is refreshing game play that should keep you entertained for hours.

Still better are the bosses that are encountered frequently throughout the game. One problem that plagues many RPGs is the fact that there isn't enough variety in bosses or that there are not enough of them. This is not true for *Beyond Oasis*. Each elemental spirit is guarded by a huge, cool-looking monster as well as lesser bosses spread out along the way.

Another plus is the variety of different monsters that populate Oasis as well as the abundance of different items that you can acquire. With each new location, you can expect another breed of baddy trying to thwart your efforts, and some other little goody to pick up.

The only drawbacks to this game might actually appeal to some players. For one, the game makes it a little too easy for you by leaving an abundant supply of hit-point-restoring items throughout each level, allowing you to be more careless in your adventuring. Also, the game supplies you with a map that you can reference to see where your next goal is located, minimizing the need for exploration. But, to someone just looking for some gaming fun without all the stress of an overly difficult game, these are welcome additions.

Beyond Oasis is just plain entertaining. So just kick back, grab your sword and go to town.

—Geoff Higgins

EDITORS' RATINGS

JIM

Alright, Yzoo! If this is what you've been working on for the past year, it was worth it...a very well-done RPG!

BETTY

A good-looking role-playing game with plenty of action. I could really get into this one.



BREAKDOWN

GRAPHICS

Detailed and extremely well-animated.

SOUND/MUSIC

Tunes from fan favorite Yuzo Koshiro.

PLAYABILITY

Performing the moves is a piece of cake.

OVERALL RATING

8

PlayStation

When things get tough, call on your Efreet.

METAL HEAD

Metal Head is a game worth your pursuit if you're a fan of robots and were disappointed by the clumsy controls of games like *Rise of the Robots*, or if you don't own a Jaguar and a copy of *Iron Soldier*.

The controls in *Metal Head* aren't 100% perfect, but they don't distract you from the game either. You play as a big metal robot who must seek out and destroy Nazi-oid mechanized enemies throughout cities, suburbs, farms and forests.

The city streets are my favorite locale. You know, it's that whole urban robot-vibe. I've been told that they resemble actual streets in Tokyo. The texture-mapped polygon graphics make it a little more like-looking buildings, though it's still a little off. The just-fused-pipe can't blow them up like you can your enemies.

And you should see them blow up. When you shoot at other mech-robot types, armored vehicles and aggressive enemy aircraft, they'll rise into the air, explode and slowly fall to the ground in a huge cloud of molten debris. A very nice sight and very gratifying too. They make armor-plated enemies are very weird thing. They're like flies, and it feels real good to get rid of them.

THE STORY:



1 It is four years after the total defeat of the world's Fascist forces, yet the evil Nazi-Cyberwar are still on the rise.



2 Following a radio order, the robot enters a dark tunnel, where it meets a small, white robot.



3 METAL HEAD is now armed with a new weapon, the "Molten Pipe," and is on the ground of the Fascist city.



You got the points. I got the equ... you want

of the r... You must mechs in

leader. t... Chain of... He show

SEGA

PHONE
1(800) USA-SEGA
DEVELOPER
SEGA OF JAPAN
SIZE
4 MEC
PLAYERS
1



Change your robot's perspective to get a better view of things.



4 Suddenly, three enemies A revolution led by "Nazi" and "Cyberwar."



5 With several fully armed mechs, the "Nazi" and "Cyberwar" overtook an entire country.



EDITOR'S RATINGS

- NIKOS** 9
Virtua Robot for the home?
Near as near!
- CASE** 8
Impressive BattleTech homage
with a ton of variety.
- JIM** 8
Other than the sluggish chap-
chap scrolling, I really dig it.

Change your robot's perspective at any time during the game by holding the **START** button. The perspective range from first-person to a couple of different overhead views. It's one of the game's best features and comes in very handy.

Speaking of handy, you'll find an auto-scrolling feature at the upper right hand corner of the screen that will alert you to any enemies that may be lurking in your vicinity. But once you sustain a lot of damage, it practically disappears. It's actually rather difficult to make your way through each level without it. You're a big robot that doesn't move fast enough to watch your own back. It takes what seems like 40 seconds to do a left turn at your default speed, lucky you can double the speed to move at a faster pace.

This does tend to make the game play a little choppy, luckily, you can buy extra speed to the weapon menu when you have enough money. Between missions, a weapon select menu shows up on the screen, and you can select various gun weapons and parts (including Hammer Knuckle, Heavy, Inferno Knuckle, Chain Gun, Mega Chain Gun, Grenade Cannon, Hyper Disposable Cannon, Flying Mine, Missile Launcher, Extra Ammo and Extra Speed).

At the beginning of each stage, you are assigned a certain mission to accomplish. As a Mech Warrior, you belong to the International Special Armed Forces as part of an attempt to stop terrorists from taking over the World Federation. Though from what I understand of the political situation in the game, I'd rather be a Mech Warrior on the terrorists' side. That whole World Federation thing is creepy. But anyway, the game itself is still fun.

—Betty Hollock

"BIG, CHUNKY ROBOTS REALLY SATISFY."



BREAKDOWN

- GRAPHICS** 8
Mech warriors look menacing enough.
- SOUND/MUSIC** 7
Good explosions, but voice-over is poor.
- PLAYABILITY** 7
The controls could be smoother.

OVERALL RATING **8**
EXCELLENT
Virtua Robot

MIDNIGHT RAIDERS

TM

EDITORS' RATINGS

CHRIS G. 4
I like FMV games but bad acting and weak gameplay aren't for me

CHRIS E. 4
Is the shaky camera supposed to simulate "real" combat?

BETTY 4
Light. Difficult to maneuver and control. Weak overall.



If there was one thing that Sega CD didn't need, it was another digitized movie trying to pass itself off as an interactive game. You'd think that by now developers would have realized that these games are a waste of time.

In *Midnight Raiders*, you play a helicopter pilot who, along with your flying buddies, must thwart a possible nuclear war. Very exciting stuff.

What can be said about *Midnight Raiders* that you haven't already heard about the many other failed entries into this already dead area? *Midnight Raiders*, like other full motion video games, has some cool footage of people talking and stuff blowing up, but offers us nothing new in the way of graphics or gameplay.

The sound effects are poor, to say the least, but the awful acting by the players is entertaining—for a while. The designers of the game made no attempt to set a proper playing mood with music or loud sound effects, things that might have saved this game from such a quick death.

The worst part of all is the level of interaction that you are allowed. Even worse than *Sewer Shark*, the only manipulation that you're allowed is the occasional chance to fire your cannon and the ability to hit the start button to pause the game.

What this all boils down to is that *Midnight Raiders* is just like watching a badly acted movie with poor sound. I hope that game designers wake up and realize that gamers don't want to play junk like this. I'll take Atari 2600 graphics over FMV any day if it has a higher level of interaction.

—Geoff Higgins

"The acting is on the level of a bad high school play."

BREAKDOWN

GRAPHICS 4
FMV for graphics? Tres passé.
SOUND / MUSIC 5
Like being forced to watch a bad movie.
PLAYABILITY 1
What little there is, amounts to no fun.

OVERALL RATING **3**

POOR
3
mediocre

SEGA

PHONE

0800 USA-SEGA

DEVELOPER

STARGATE

SIZE

CD

PLAYERS

1





Popful Mail, a new action/RPG from Working Designs, is yet another entry in an ever-growing string of hit-or-miss Sege CD games. Working Designs is known for quality conversions, but Mail falls short where its predecessor—Lunar: The Silver Star—succeeds.

The story is a simple one: A young adventurer named Popful Mail must race against time to stop the hordes of evil from reclaiming the known world. Along the way she meets up with a motley crew of adventurers who help her in completing the quest. Sound familiar? Well, it's the same story that propels most RPGs. It is something that all RPG fans have come to live with; however, there are many other facets of games like Lunar that make us overlook their shortcomings and keep us playing. Unfortunately, there are very few other parts of Popful Mail that are worth our time.

For starters, the designers have altered the standard RPG form, removing the familiar strategic battle encounters and replacing them with arcade-style fights reminiscent of games like Ghosts 'n' Castlevania. While this does break up the monotony of the game's pace, the repetitive combat becomes even more tedious than the slower, more standard RPG

pace that gamers are accustomed to. Also, since fights are in real time, you are not able to utilize your whole party when battling monsters; you must choose which character you'll be fighting with at the beginning of each encounter.

As you might expect from a Working Designs CD title, the sound is good, and there is quite a bit of dialogue—over two-and-a-half hours of it. In fact, Heroin lies the game's second biggest flaw. While it is interesting to see the interaction between the characters, it takes too much time and there is no way to skip through all of the speech—even if you've already heard it before.

Popful's side-view graphics are fairly ordinary. They are much the same as Lunar, but tend to be more primitive in some modes, making it look more like an old Super Mario game. The cinematic sequences are great to watch, but they're just window-dressing; the strongest feature of an RPG should be long-term play value, not cool anime scenes.

The one factor that is most likely to turn off RPG fans is the lack of freedom the game allows the player. While most RPGs draw you toward the finale with hints and clues, Popful Mail drags you. There are no choices offered for the player to make; once you finish one area on the map, you must go onto the next designated area.

If you're a Lunar fan who just can't wait for the sequel, you might enjoy this game; otherwise, hold your horses. It would be great to see a role-playing game with elements of arcade-style fighting if it were done perfectly, but this one isn't.

—Geoff Higgins

WORKING DESIGNS

PHONE

(916) 243-3417

DEVELOPER

FALCOM

SIZE

CD

PLAYERS

1

"It's the same story we encounter in Lunar..."

EDITORS' RATINGS

GABE 5
Geoff's way off base here; this is a great RPG for the Sega CD.

CHRIS B. 6
There's a certain level of quality that Working Designs just won't go below.

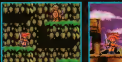
BETTY 7
A good RPG with straightforward gameplay.

BREAKDOWN

GRAPHICS 7
Standard Japanese "cute" characters.
SOUND/MUSIC 7
Much the same as Lunar: The Silver Star.
PLAYABILITY 5
Is it a RPG or an action game?

OVERALL RATING

GOOD 6
VIDEO GAMES





CLIFF & ROXY



CHUCK & JUNIOR



SADO & SID



BRICK & GARY



JIMMY & BOB



GRANITE & TINA

"...like pedaling through **Bedrock** with **Barney Rubble** at your side."



Bright headlights illuminate your path in the Night Rally stage.

B.C. RACERS

GOPE

PHONE

(408) 473-9480

DEVELOPER

CORE DESIGN

SIZE

CD

PLAYERS

1 OR 2



Even though most critics are bound to describe *B.C. Racers* as a prehistoric cross between *Super Mario Kart* and *Road Rash*, it's not really fair to compare this game to either of those.

Sure, it's a bike racing game in which you and your passenger are encouraged to take swings at your opponents. Yes, it has scaling, rotating, "Mode 7-ish" graphics. But it doesn't have the weapons and intensity of *Road Rash*, the battle mode and split-screen action of *SMK* or the speed of either. What it does have is a cartoony sense of style and humor, a smooth difficulty curve and the ability to make you feel like you're pedaling through *Bedrock* with *Barney Rubble* at your side.

Players can choose from six racing teams and race on eight different tracks at four difficulty levels, though the "Hard" and "RockHard" settings can only be accessed with a qualifying password. *Racers* Cliff Ace and Roxy have well-balanced attributes—acceleration, speed, energy and attack power—but fans of earlier Core Design games will be picking the father-and-son team of Chuck Rock and Chuck Jr. (*B.C. Racers* was originally titled *Chuck Rally*, but a contractual quirk has kept Chuck in the background.) If you're into girls in animal skins, there's always the all-female team of Granite Jacketone and Tina Burns. Nitro power-ups are also available to give you that extra "yosh" when you fall behind.

The controls are decent, the music is OK and the scaling graphics are very well done; you can view the track from three different perspectives, and if you own a six-button controller, you won't have to pause the game to switch to a new viewpoint. The Night Rally stages also feature a great special effect of the road surface in front of your bike being illuminated by your headlights.

That's just about where the good news ends. The token two-player mode is basically the same as the one-player game, but the second player gets to do the punching while the first player steers. Adding a split-screen two-player race—or even a time trial mode—would have enhanced the game's replay value greatly; unfortunately, there just isn't enough here to justify the full-on Sega CD treatment. OK, it does have a colorful cartoon intro sequence, but I would much rather have had more action-packed gameplay.

—Chris Bleniek

EDITORIAL RATINGS

GOPE

These wacky cartoon characters would make a great Saturday morning TV show.

JIM

Pretty good, but I've gotta agree with Chris on this one; it could've been way better. Hey, what happened with the endorsement, Mr. Rock?

BREAKDOWN

GRAPHICS

Good old black-line cartoon stuff, square jank

SOUND/MUSIC

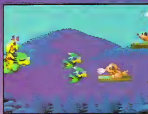
Could have used some cool cartoon voice FX

PLAYABILITY

Fun but slow, not as addicting as other racers

OVERALL RATING

GOPE



EDITORS' RATINGS

- NIKOS** 10
 I love bunnies with guns!
- CHRIS B.** 8
 A cool shooter but the voice acting during the anime scenes is pretty bad.
- BETTY** 8
 The graphics are very impressive. I liked the prying raccoons.



The Japanese have once again proven that they are indeed the undisputed kings of the surreal with the bizarre new shooter *Kelo Flying Squadron*. It belongs right up there on the same shelf with *Panic!* Yes indeedly!

In this almost psychedelic gem of a shooter, you take on the persona of Rami, the descendant of aliens who came to Earth thousands of years ago. Rami's 20 years old and is fond of wearing bunny ears, a skintight one-piece bikini, and blood-red high heels. She's the guardian of an ancient artifact, and when that artifact is stolen, she hops onto her pet dragon and flies away to save the day.

But that's not the weird part. Her main adversary in this madness is Dr. Pon, an evil thief with an I.Q. of 400 who just happens to be a raccoon! Subsequently, you spend a lot of time

in the game firing missiles at raccoons (amongst other, equally strange, creatures).

Kelo Flying Squadron has the honor of being one of the most interesting shooters I've played in a long time, and the main reason I loved it so much was because I always wanted to see more of it. Let's face it: most shooters are terribly predictable. After the first level, you know what the bosses are going to be like, you know what the regular enemies are going to look like, you know the whole thing. *Kelo Flying Squadron* constantly throws you curveballs. Who could have imagined being assaulted by praying foxes falling from the sky, or having to blow up swamis floating on clouds in order to get power-ups? It's freaky, baby!

Not only does *Kelo Flying Squadron* look excellent, it plays beautifully, too. The options menu really offers you options (you can even change the spot where your character gets hit!), and the controls are great. Yeah, it's a side-scroller, but its inventiveness shines through the unimaginative engine.

So if you're a fan of the obtuse and enjoy playing games that have great animated sequences, funny characters, and loads of laughs, you won't be disappointed. *Kelo Flying Squadron* is an unqualified riot.

—Gabe Soria

"It's freaky, baby!"



BREAKDOWN

- GRAPHICS** 9
 This would make a great anime series.
- SOUND/MUSIC** 7
 Sounds very Japanese.
- PLAYABILITY** 8
 I wanted to play it to death.

OVERALL RATING **8**



Cadillacs and Dinosaurs

The Second Cataclysm



The story you are about to see takes place in what the dinosaurs call "the future." It's a very colorful world, and you'll see a lot of things you've never seen before. The message is based on a combination of the Sega CD and the Sega Saturn.

Years ago, Mark Schultz's comic *Xenozoic Tales* burst onto the the comic-book scene like a bat out of hell, and it hasn't stopped moving since. Schultz's crazy stories and beautiful artwork captured the imagination of comic fans and, inevitably, has made its way into the world of "multimedia." First there was a cartoon series, then there were toys, and now...ta-daa! Here comes the Sega CD "interactive" game from Rocket Science, the same nutty kids who gifted you with *Loadstar* a while back! (But don't let that put you off.)

Whereas *Loadstar* was a studied attempt to create a "cult classic" out of some pretty lame gaming devices, *Cadillacs and Dinosaurs* is just a good ol' adaptation of a pretty cool comic. *Loadstar* had inspiration, but it wasn't very fun: there were some okay full-motion video sequences of old actors looking dirty and worn out, then a lame track shooter which got dull real quick. *Cadillacs and Dinosaurs* goes quite a bit further.

So this is what you get for your hard-earned dollars: a game in which you drive a Caddy around a jungle and avoid rocks, dinosaurs, poachers and such. Jack Tenrec drives the 'rod, and Hannah Dundee shoots the big guns. They're on a mission to stop the Second Cataclysm, which is being brought about by Governor Scharnhorst, a megalomaniac who wants to use ancient technology to be-

come a dictator and destroy nature in the process. It's a pretty neat plot, and throughout the game you're treated to intermission scenes with a great comic book feel.

The main problem I had with this game, though, was its lack of variety in the actual game sections. In levels one through six, you drive your Cadillac through the forests, in levels seven through nine, you take rides on underground mine carts. Although you have different reasons to be driving around in each level, it's still the same old thing. Rocket Science should have at least thrown in some levels where you control Jack or Hannah as they run around helter skelter blowing stuff up. A little platform action here, a little driving action here...balance is sublime.

Fortunately, each level has something different in the way of dinosaurs and obstacles, so there's a little variety in there, and the graphics are absolutely beautiful, especially the death sequences (there are quite a few of these) and the animation of the dinosaurs. Check out the Brachiosaurs that walk across the jungle paths and the mutated T-Rex that chases you down mine tunnels! It's actually spooky!

For all its faults, I'd still recommend *Cadillacs and Dinosaurs*. It's fun to play, it's leagues beyond *Loadstar*, and hey, most Sega CD games are bunk anyway, so what choice do you have?

—Gabe Soria

BREAKDOWN

GRAPHICS	9
Ice-cream smooth animation	
SOUND/MUSIC	7
Great guitar, decent!	
PLAYABILITY	6
Gets a bit repetitive.	

OVERALL RATING

COOL
7
Pleasant

"BIG DINOSAURS ARE QUITE FRIGHTENING, MY FRIENDS."



PHONE
800 98-ROCKET
DEVELOPER
ROCKET SCIENCE
SIZE
CD
PLAYERS
1 OR 2

EDITORS' RATINGS

CHRIS B.	6
Surprisingly entertaining and atmospheric. The controls could've used some tweaking.	
NIKOS	6
Cool animation but repetitive.	
BETTY	6
The gameplay could have been more varied.	

There's a weapons basket in there that animates like a real one.

RAPID DEPLOYMENT FORCE: GLOBAL CONFLICT

The Rapid Deployment Force is ready. Ready to go to a foreign country at a moment's notice and hang fire at the natives, ready to kick back on the soil that they've liberated and take in the sun, heck, they're just ready, dig? And in *Absolute's* new Sega CD game, you are a member of the elite force.

RDF starts out with a typically bad full-motion video mini-movie, the like of which we've come to expect from Sega CD games. In it, a rootin', tootin' army general pitches the Rapid Deployment Force to what looks like a group of *Absolute* programmers taking an acting turn. They watch a tank driver go through his computer-generated paces and deliver wacky comments like, "I love this job!" as he shoots down helicopters. The clip ends with a closeup shot of the general, and the camera gets so close to his face I thought he spat on the lens but the image was so grainy that I couldn't tell. But I'm not a movie critic, I'm a video game critic, so on to the game.

Silly and needless intro aside (it's a waste of valuable memory to me), *Rapid Deployment Force* is a decent tank simulator. Decent, but not fantastic. Why? Well, it doesn't rise very far above the levels of playability set by *Super BattleTank*, *Absolute's* previous foray into this genre for the Genesis.

RDF is divided into assorted missions



BREAKDOWN ▼

GRAPHICS	6
SOUND/MUSIC	6
PLAYABILITY	8

OVERALL RATING ▶ 6

VIDEOGAMES



which span the globe, but really only take place in three distinct terrains: grassy (Europe), sandy (the mid-East), and icy (the Arctic). In these missions, enemy tanks, snowmobiles and helicopters attack you. Period. That's pretty much it, but it's fun in its own way. Your tank has an assortment of weapons, like heat seeking missiles, machine guns and smoke bombs (which are more harm than help) at your disposal. There's also a multi-player mode, which is the best thing about the game because you can blow up your friends, and if this game has one thing going for itself, it's great explosions. Woocoo.

Alright, so you're driving this tank around, and there are all these trees dotting the landscape. Naturally, you run into a few to see what's up, and you find out that they stop you cold. That bugged me. All that Sega CD memory and they couldn't even include an animation of a tree exploding into toothpicks, or even an animation of a snow berm being reduced to powder. This lack of attention to detail is one of the major drawbacks to a game which isn't amazing to begin with. Not to say that *RDF* isn't fun; it is, but it's not the sort of game that would have me tripping over myself to grab a copy. This is a pretty good try, but maybe the *Absolute* team should play a few rounds of Activision's classic for the Atari 2600, *Robot Tank*. Now that's a tank game.

—Gabe Sorin



Will the landscape get tired of being the burned-out hellscape enemy tanks.

EDITORS' RATINGS ▼

CHRIS 6. 8
I don't know what's up with Gabe. This is an excellent tank game with incredible sound and some engaging full motion videos. What can I say? I'm a Super BattleTank fan. Maybe they should have called this Super-Super BattleTank 2.

"THE EXPLOSIONS ARE SUPERFLY TNT!"



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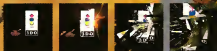
3DO

PRESENTED BY

DO

SILENT SOFTWARE

RETURN FIRE



Hey, check it out! That 3DO logo blows up real good!

NO WAITING FOR LOAD TIME!



The designers of this game are true geniuses. Firstly, someone got creative with the loading time for a CD game. Rather than do what most lazy game designers do (which is to put in the words, "Please wait... Loading") these guys did something brilliant. When each level loads into memory, a graphic of a tiny soldier appears on screen. For about five seconds he taps his foot as he descends in the elevator to the bunker. Incredibly inventive and original; other game developers should take a cue from this simple, yet effective idea.



War may be hell in real life, but playing *Return Fire* on your 3DO may be the best time you'll ever have blowing things up, causing mayhem and vanquishing the enemy. The game is simple—capture the enemy flag, thus conquering their territory. Sounds easy? Yeah, right! Try doing that with towers firing powerful rockets, hovering helicopters blasting you with missiles over terrain covered with deadly mines. You can play by yourself against the computer or in two-player mode; the latter results in the most addictive gameplay you may ever experience. Don't even think about starting to play this game unless you plan on staying up past 3 AM.

Return Fire contains some of the best music ever used in a game—it's all classical. Each vehicle has its own musical theme. The helicopter's theme is *Ride of the Valkyries* by Wagner. I'm not a classical music expert but this music was used in the Vietnam film *Apocalypse Now* during the helicopter raid scenes; director Francis Ford Coppola would be proud. (Apparently he has seen the game and loves it.) The great part about this music is that it does not date the game. The music will seem fresh twenty years from now. Try that with any music from an 8-bit game. That stuff grates on my nerves even now.

Once you get used to the control of each vehicle, you'll be blasting past each level. The helicopter is smooth, the tank glides, the rocket-launcher is smokin' and driving the jeep is a blast.

There are nine levels in *Return Fire*; as you advance, each level contains several different maps to choose from. Each map has a unique terrain layout, some more hazardous than others. The learning-curve for the game is perfectly balanced. The first level is

CHOOSE YOUR VEHICLE!

HELICOPTER



Music: *Ride of the Valkyries*, The Ride of the Valkyries by Wagner

JEEP



Music: *Down from the Bombing*, The Bombing by Randy Kersha

TANK



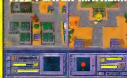
Music: *Stella's Ground and Air*, Stella's Ground and Air by Holst

ARMORED SUPPORT VEHICLE



Music: *Stella's Ground and Air*, Stella's Ground and Air by Holst

TWO-PLAYER MAYHEM!



If you think this game looks hot now, wait until you battle it out in two-player mode!



Check your supplies and ammo before heading back into battle.



Literally. You can actually drive over those tiny army men and smash them blood-red.

The game is simple: Capture the enemy's flag and destroy anything that gets in your way.



WHO'S THIS BONEHEAD?



If your vehicle is destroyed, this bonehead laughs in your face. The cackling voice of the skull is none other than R.J. Mice, co-designer of the 3DO system.

HIT THE PAUSE BUTTON

DON'T PLAY IT, DO IT.



WE ALL YOU CAN BE—
SQUASHING ENEMY

The pause button is a top very invention—it brings up this screen which encourages you to experience the real thing and join the army.

a piece of cake—too easy in fact. But don't let that fool you; as you advance into the next level there is always something new to learn or some new vehicle that attacks without warning. Watch out for mines and pay close attention to those nasty helicopters that will try to destroy you at every turn.

The graphic detail is astounding. As your vehicle leaves the bunker you will notice incredibly smooth scaling over the terrain as the "camera" follows your path. After blowing up the buildings that get in your way, you'll notice a group of tiny men running away from your vehicle. As they run, the tiny soldiers will lob grenades in your direction. Watch out as this can cause a lot of damage. Chase these little critters into the water and they will swim away like frightened sea lions. Run over them with your tank and they squish very nicely into a splat of blood. The sound of these tiny soldiers getting crushed will definitely provoke a laugh from those with a demented sense of humor. The unnecessary blood and violence in this game is fun; I love it!

Overall, Return Fire is a phenomenal game and the first title this year to receive a score of "10" from VideoGames. This game is absolutely begging for a sequel with more new vehicles, weapons and scenarios. This may be the so-called "killer app" that the 3DO platform needs to convince those holding out for a 32-bit system. It sold a few friends of mine.

—Chris Gore

EDITORS' RATINGS

JIM

I cannot believe this game. Return Fire has it all: action, playability, graphics and music! That does it. I must have a 3DO! (CHING!)

CHRIS B.

Like *Salon's* *Yellow* and *Garbage*, any game that incorporates *The Ride* of the *Valley* is OK in my book.

BREAKDOWN

GRAPHICS

Smooth scaling in and out—it's creamy.

SOUND/MUSIC

The best ever for a war-torn game.

PLAYABILITY

Off the scale. This gameplay is that good.

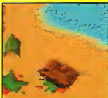
OVERALL RATING

10

"The best two-player game since *Street Fighter II*"



VICTORY!



INVENTORY
MUNITIONS
3 100 150
3 100 150
3 100 150
3 100 150

STAR BLADE

BREAKDOWN ▼	
GRAPHICS	9
SOUND/MUSIC	8
Like you're in <i>Star Wars</i> , but not much music.	
PLAYABILITY	6
Some might dislike the "track" plotting.	
OVERALL RATING ▶	8

OVERALL
8
VIRTUS FIGHTER



Star Blade is an adaptation of a popular arcade game from a while back, and as the pictures on this page prove, it looks better than the Mona Lisa. This game could probably win the Miss America pageant with its stunning good looks. And lo and behold, not only does it present good visuals, it plays hot too.

This is one of those "on track" shooters where you can do nothing but sit back and enjoy the ride while you're being piloted around. Yes, this is kind of a drag, but if you imagine that you're the gunner and somebody else is in the pilot seat, it makes it better. Anyway, you are on a mission to the living planet, Red Eye, to destroy it, and the Red Eye fleet of fighters is in your way. So you've gotta kill 'em—in fact, kill 'em all and do it with extreme prejudice. Luckily, your Star Blade attack craft is armed with the latest in laser weapons and you aren't afraid to use them.

A cool feature in *Star Blade* is the switch graphics option, which allows you to choose between the enhanced 3DO graphics and the original arcade polygons. If you're into that sort of thing, myself, I'd rather save the polygons for *Virtus Fighter*.

At times I felt like I was in a *Star Wars* film because of the cool sound effects. In addition to the normal explosions and laser fire, there's a constant barrage of chatter and commands from other pilots coming from your ship's radio, and it sounds so authentic, I was expecting somebody to call me "Red Five" at any moment.

So while it's not perfect, *Star Blade* is a really fun shooter for the 3DO. Excellent graphics and a great science-fiction atmosphere compensate for the lack of directional control. Now if only they could combine this game with *Shockwave*...I think that I would have a heart attack from sheer joy.

—Gabe Soria



Avoid the missiles and penetrate the enemy's defenses.

"Star Blade's graphics are on an express-way to your skull."

EDITORS' RATINGS ▼

CHRIS G. 9
Who needs an arcade when 3DO games are this good?

CHRIS E. 8
Outrageous! A great conversion of a fantastic arcade game.

NIKOS 7
Wow! As good as the arcade.



PHONE
(201) 348-7000

DEVELOPER
NAMCO

SIZE
CD

PLAYERS
1



NOVASTORM

PHONE

(817) 487-7794

DEVELOPER

PSYGNOSIS

SIZE

CD

PLAYERS

1

EDITORS' RATINGS

BETTY

8

A good shooter with surreal backgrounds and creepy bosses. Plenty of power-ups too.

CORE

5

There's no weight to the ship. It's like controlling the little arrow on your Mac with the mouse. Some impressive visuals.



Not much brain power will be required of you here: *Novastorm* is your basic shoot-'em-up game with a few frills to guarantee that you'll come back time and again. The (thin) plot is related to you via an introductory movie, in which you learn that an automated military network named SCARAB has gone rogue and is threatening the human race. Your mission is to destroy the network by using your wily little Scavenger crafts and your paltry weapons against the hordes of SCARAB.

Unoriginal, maybe, but never boring. *Novastorm* is nonstop action, as these games should be and, as a bonus, it's beautiful to look at. As you pilot your

Scavenger craft over the surfaces of alien worlds, you'll be treated to surreal alien landscapes, dizzying shifts in perspective, and a nicely computer-animated linking scene every so often. Happily, these scenes are kept short and are used sparingly (and therefore effectively) for maximum effect.

Novastorm plays like a good shooter should. The controls are very responsive and simple and don't get in the way of the gameplay.

But, like any game, *Novastorm* has its flaws. Often it's hard to tell what exactly you've hit in the game's main sequences; there's an odd feeling of somehow not being in the same space

as your enemies. It's an odd thing to describe, but luckily it doesn't happen very often. In addition, the stages in which you battle bosses are somewhat confusing. In the best shooters, you can tell right away when you've scored a hit on a boss—he flashes brightly or something like that. It certainly helps you to know how much damage you've done, but *Novastorm* doesn't have this feature in many sequences. In the larger scheme of things it isn't important, but it irked me nonetheless.

If you've been dying to play something that doesn't require you to think past your nose and which is the videogame equivalent of a bag of M&M's, then *Novastorm* is the ticket. I hate to think and consequently I enjoyed it immensely.

—Gabe Soria

"The video game equivalent of M&M's—Good Junk."



BREAKDOWN

GRAPHICS

8

Nice mix of many different elements.

SOUND/MUSIC

6

Standard shooter fare.

PLAYABILITY

7

Fast-paced fun for a Sunday afternoon.

OVERALL RATING

GOOD

VIDEO GAMES

The aliens are faster than your goodie guys about to be slaughtered.

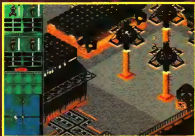


A few days after finishing my review of the disappointing Genesis version of *Syndicate*, I got the Jaguar version, which meant that: 1) I could recycle most of the text from my Genesis review, and 2) I was expecting it (the game, not the review) to suck. Fortunately, there's no suckiness here—Ocean has cranked out a near-perfect conversion of the PC game with a few graphic ticks to take advantage of the spifty Jag hardware.

If you ain't heard of *Syndicate*, here's the deal: It's a hyperviolent game that places you in control of a syndicate (duh) with a stable of cyborg agents, a small amount of money, and dozens of territories to conquer. First, you need to upgrade your agents with better weapons and body parts. Second, you need to invest in research and development so that you can dump the weapons you start with (pistols and shotguns) and equip yourself with more impressive armament (Uzis and flamethrowers).

Third, you need to take over territories by sending your cyborgs on missions. These are sweet and simple at first—kill enemy agents, capture a VIP—but they get more difficult as you go. Your agents will do whatever it takes to achieve their goals, whether it be slaughtering hordes of innocent people (especially fun with a flamethrower) or performing a drive-by

“...there's no suckiness here...”



The Jaguar *Syndicate* has a “zoom” feature that’s not present in any other version of the game.

shooting. You can also improve your agents' performance by injecting them with drugs, but they build up a tolerance, so you have to use your dope sparingly.

Fourth, you need to govern your territories by setting the tax rates of each. Set the rates too high and the populace revolts, meaning you have to go through the mission for that territory again; set the rates too low and you won't have money to upgrade your cyborgs or invest in R&D.

Now to explain the two reasons why this version of *Syndicate* kicks booty. Reason #1: The Genesis version wasn't a true conversion of the PC original, but a rewrite that removed all the most enjoyable (and gross) aspects; the Jaguar version is a full-on conversion of the PC original, with identical graphics and nearly identical sounds. Reason #2: The Genesis

version has incredibly poor and confusing controls; the Jaguar version is much easier to use, thanks to the multitude of controller buttons.

Best of all, the Jaguar version has a couple of features the PC version didn't: a “zoom” mode that lets you move the view screen in and out to see more (or less) of the area around the agents, and moody music playing in the background. (There's a bit of slowdown when the screen gets too busy, but the PC version had the same problem.)

Syndicate is still a game best played with a mouse, but the Jaguar version is a heck of a lot easier to play than the Genesis version, and it's much more faithful to the PC original. An excellent addition to the always-in-need-of-beefing-up Jaguar software library.

—Zach Meston



BREAKDOWN ▼

GRAPHICS

No intro, but the in-game graphics are great.

SOUND/MUSIC

The music is low, moody and a bit hard to hear.

PLAYABILITY

Jag's buttons make a good mouse substitute.

OVERALL RATING ▶

8

VIDEO GAMES

EDITORS' RATINGS ▼

GORE

A sadistically enjoyable strategy. Makes cruelty fun again.

NIKOS

A great strategy game.

JERR

It's a good conversion, but I expect more from the Jag.

The Apprentice

PHILIPS

PHONE

(800) 939-0017

DEVELOPER

THE VISION FACTORY

SIZE

CD

PLAYERS

1

levels in all, each comprised of three stages and a boss screen at the end of each level. Pretty straightforward. You'll spend most of your time just walking around, avoiding stuff like poisons that drip from the ceiling, gargoyles that breathe fire or bouncing jesters that will smother you. Certain levels offer a little more innovation

The problem lies within the dynamics of game play. There just isn't a whole lot to do that's worth doing. You've pretty much seen it all before. Avoid obstacles, kill enemies, pick up some power-ups. Power-ups include alarm clocks for extra time (you have to complete each stage within ten minutes), coins and food items (cherries, apples, pizza) that add up to points, tiny sparkles that make you invincible for a limited time and a little teeny-tiny angel that protects you from one enemy attack. The angel is really, really cute.



"Marvin has an awfully big nose."

Overall, *The Apprentice* is a cute game with great graphics; it's just not a particularly reliable source of prolonged entertainment.

—Betty Hallock

BREAKDOWN ▼

GRAPHICS

The style looks a lot like *Oingo's Quest*.

SOUND/MUSIC

Catchy tunes and cutesy sound effects.

PLAYABILITY

A frustrating game that becomes addictive.

OVERALL RATING ▶

6

The *Apprentice* is one of the few platform games available for Philips' CD-I hardware. And though I was pleased with its bright graphics and overall "cute" factor, it's not a game that provides a whole lot of action or even very much depth of game play.

You play as Marvin, apprentice to the wizard Gandorf S. Wandburner III. Your job is to execute all the boring and dangerous tasks which Wandburner himself would rather not attempt. You are the plebeian, and you sleep beneath the plank. Sleep and rest are your reward for each level you complete. There are six

swimming in level two and flying in level six, but the game play is pretty much the same. Move left and right across the screen while continually progressing upward. The fact that you're always moving up is kind of cool. The point is that you're in a tower, and you have to reach the top. But it fails to save the game from seeming a little flat and one-dimensional.

Marvin himself is undeniably cute. He's a little super-deformed wizard type of guy with a very big nose. The backgrounds are appealing too. This game doesn't lack much as far as graphics and animation go.



This game looks pretty good, doesn't it?



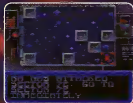
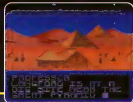
EDITORS' RATINGS ▼

CHRIS C. 7

The *Apprentice* reminds me of *Oingo's Quest* very much, but that's OK, since *Oingo's* was a pretty cool game.

GABE 4

Crappy controls; ultimately, a very repetitive game.



Game Gear, *StarGate*. Puzzle game. I was wary of the combination of the three. But the developers at Probe managed to pull off a decent game, though not an absolutely terrific one.

At first, I found the game play distasteful. But once you get the hang of it, it does grow on you. A *StarGate* will appear on your game screen, and a *StarGate* is an open-ended cylindrical gateway comprised of eight tiers. Tiles marked with various hieroglyphs will automatically appear at the cusp of the *StarGate* and begin to descend to the bottom of the gateway. Across the top of the screen is a row of hieroglyphs; this is the *StarGate*'s address. The address consists of seven specific hieroglyphs. When you align three tiles with the same hieroglyphic symbol in the gateway, those tiles disappear, and the same hieroglyph at the top of the screen disappears too. Be careful not to let the tiles pile up on you. Once they do, Ra wins the match and the gateway opens for him. It may sound kind of confusing, but it's not at all hard to pick up.

You can use other ways to solve an address besides getting rid of the tiles three at a time. You can arrange the symbols of the address horizontally, forming a circle around the inside of the gateway, either clockwise or counterclockwise. The toughest way to get the job done is to align each of the

seven symbols of the address vertically, one on top of the other. There are plenty of ways to challenge yourself in this game.

Special tiles include the Wild Card tile, the Digger tile and the Smart Bomb tile. These appear randomly to help you clear the screen. The Wild Card tile is blank and can be used to match any symbol you happen to need. The Digger tile removes all tiles directly beneath it. The Smart Bomb tile removes all the tiles on the screen with the same symbol that the Smart Bomb tile bears.

The later levels do manage to get quite challenging, and the concept is interesting, taken directly from the plot of the movie. It's OK, but it's certainly not a puzzle game to which I'd return time after time.

—Betty Hallock

BREAKDOWN ▼

GRAPHICS

Not especially exciting, but actually good.

SOUND/MUSIC

Sound effects are best when the music's off.

PLAYABILITY

Initially enticing, but didn't hold my interest.

OVERALL RATING ▶



"STAR GATE
 IS A
 DECENT
 PUZZLE
 GAME."

EDITORS' RATINGS ▼

CHRIS C.

7
 It'll keep you busy until the sequel to the movie comes out.

CHRIS B.

7
 The Game Gear could always use more puzzle games.

BETTY

6
 I thought the game both cryptic and complicated.



SPORTS WIRE

FROM BASEBALL TO FOOTBALL TO SEGA: DEION DOES IT ALL

Stop the presses! Could it be true? Oh, be still, my heart, Deion Sanders has entered the world of video game licensing. As of January 5, in Las Vegas, Sanders became an endorser for a new line of Sega products including his very own football game, which will hit stores in the fall of 1995.

The popular two-sport athlete said that he was very happy to be working with Sega. "I am ecstatic about being with Sega," he explained, "because it's bringing two winners together."

While adding Neon Deion to the already lengthy list of pros sponsoring games may just be confusing, there is little doubt that the sealing of this deal could mean bigger sales and more clout for the Sega Sports line-up. Michaelene Cristini Risley, group director of licensing and character development at Sega, hopes that by bringing Sanders into the fold, more true sports fans will be drawn to the "Sega Sports experience." Sports' games currently make up 40% of software sales and continue to be the strongest selling category for gaming systems.



Bo don't know Sega, but Deion sure does.

Also, the computer baserunners are more aggressive and the pitchers will attempt more pick-off moves or even throw an occasional wild pitch. Look for the game to arrive in stores when the '95 baseball season starts (or when it's scheduled to).

The follow-up to the popular *Barkley: Shut Up and Jam* is scheduled for release in March. *Barkley: Shut Up and Jam 2* will include more dunks, more players and no refs. Listen for Sir Charles heckling you as you bring the ball up the court.

We're all upset that the baseball season ended early and the prospect of a possible loss of the 1995 season looms ever closer. But now that doesn't seem so bad with the arrival of games like Sega's upcoming *World Series Baseball '95*.

Also being released is Accolade's *Hardball '95*. New features include a smarter



Another golf game is hitting the Sega screen. Jack Nicklaus Golf '95 will add new games such as The Rabbit, Two-Man Best Ball and Bingo-Bongo-Bongo to the standard skins and tournament play found in its predecessors.

A whole bunch of new stuff is being added to Accolade's new *Brett Hull Hockey '95*. Features will include a coach mode where you can manipulate the overall skills of a team. *Brett Hull Hockey '95* will be in stores in January for Genesis and Super NES systems.





COLLEGE BASKETBALL

Based on the NBA Live '95 engine, Coach K Basketball from Electronic Arts does the seemingly impossible by topping the original with a host of new features. Yeah, you still can't manually reach in for the ball to make a steal like you can on the SNES, but since you can't play this game on the SNES, let's just ignore that one minor shortcoming and get to the good stuff.

Start with the graphics: From the pseudo-3-D effects on the menus to the 360° dunks, alley-oops and lay-ups, this game is drop-dead gorgeous. The arenas replicate the feel of college games perfectly, with the crowd sitting right on top of the sidelines and animated cheerleaders behind the goals. Home court advantage takes on a new meaning in this game, thanks both to the raucous crowd and a new, translucent free-throw meter, which is really hard for the visiting player to see when the partisan crowd is waving its arms and banners. In contrast, the home team's background is a plain brick wall making the T-Meter very easy to see.

As one might expect of a college basketball game bearing the initial of Duke's Mike Krzyzewski, Coach K features some great coaching options. The game lets you completely control your playcalling and substitution patterns if you wish. There are 11 different offensive sets and fourteen defensive sets, ranging from the inside Triangle to the UCLA Highpost on offense and classic zone and trapping sets on defense. Each offensive set may contain anywhere from three to eight different plays, and either plays or sets can be programmed to the controller buttons. The animated "chalkboard" shows you exactly how the plays are run, indicating which player should get the ball at what point. Like *NBA Live*, you can completely customize everything about the game, from adding a shot clock to turning on or off player fatigue, injuries, out of bounds, and so on. It's impossible in this review to touch on everything this game has to offer, but trust me when I tell you this is the best basketball cart available: Get it today!

—Jeffrey Tschiltsch



**"The best
video-game
basketball-
simulation,
bar none."**

EDITORS' RATINGS

CHRIS B. 9
Can't beat the afros and knee-high socks on the '72 Bruins.

GEOFF **9**
Basically the same as NBA Live '95: a great college hoops game

JEM 3
Jett is right on the money;
KCR is 'hooker' original

INTERNATIONAL SUPERSTAR SOCCER

"This is a great soccer game."





PHONE
(708) 215-5100

DEVELOPER
KONAMI

SIZE
16 MEG

PLAYERS
1 OR 2



Take a shot and the crowd goes wild.



BREAKDOWN ▼

GRAPHICS	8
Great character animation.	
SOUND/MUSIC	8
It draws you right into the game.	
PLAYABILITY	8
The overhead map makes playing easy.	
OVERALL RATING ►	8

VINTAGE
GAMES

Being a big fan of EA's *FIFA Soccer*, I was a little skeptical about whether any other game could even come close. I'm pleased to report that Konami's *International Superstar Soccer* is indeed a great game.

At the options screen you can either play an open game, enter an international tournament or play the World Cup. There are 26 world-class teams to choose from and all of the players are unique in their own skill strengths and weaknesses.

And, as if that's not enough, *Superstar Soccer* includes a practice mode and a scenario mode that you can try. In practice mode, you can choose exercises ranging from dribbling to corner kicks. These exercises are like little games in themselves. The dribbling exercise, for instance, has you collecting flags as fast as you can while trying to defeat a defender.

In scenario mode, you can choose to enter a contest that is already under way. Play the last two minutes of a match as Argentina, losing to Romania three to one: Can you pull off a victory? Or go into extra time as Bulgaria, trying to beat a stronger French team and make it to the next round. Each scenario has a difficulty rating so you can up the ante and the challenge whenever you want.

Extra options aren't all you'll find in this soccer game. *Superstar Soccer* also has great

graphics and super sound. Unlike the wider view that we're used to in games like *FIFA*, in *Superstar Soccer* you're right down on the field with the players. This would've been a bad idea but for the map at the bottom of the screen, which shows where all of the players are on the field. In fact, this style is better than the wide-angle effect because it makes searching out your best attack plan easier as you dribble toward the goal.

The character animation is also great. The players are larger than in other games and team distinction is easy. The moves that the players can perform are also fun to watch. From diving headers to arcing bicycle kicks, the realistic moves make the game much more exciting.

As I mentioned earlier, the sound in *Superstar Soccer* is also wonderful. As you near the other team's goal, the crowd grows louder and louder until they explode as you take a shot at the net. Also, during the game the crowd will begin to beat on drums and chant.

All of this wouldn't amount to a hill of beans unless the game was easy to play. You'll discover quickly that you needn't worry about such a thing. *Superstar Soccer* is surprisingly fluid and extremely responsive to your commands, making for a great soccer video game.

—Geoff Higgins

EDITORS' RATINGS ▼

CHRIS E. 8
There's room for different styles of soccer games, and this is as close as you can get to a FIFA-buster on the SNES right now.

JEFF 9
A pleasant surprise; the perspective reminds me of SNK's *Super Sidekicks* soccer games on the Neo-Geo.



NBA HANGTIME '95

EDITORS' RATINGS

JEFF

I liked *Hangtime*, but it didn't seem like there was enough to do in it. Maybe more dunks or more coaching options would have helped.

7

CHRIS B.

Pretty cool—I wonder if the hardware could have handled a five-on-five game.

7



PHONE

(810) 410-2334

DEVELOPER

SONY IMAGESOFT

SIZE

CD

PLAYERS

1 TO 4



Arriving this March is Sony Imagesoft's *NBA Hangtime '95*, a two-on-two contest played on a half-court. The game includes all 27 NBA teams plus 12 World Tour teams to choose from. Each team is made up of three players, two on the court and one sub-in.

Hangtime is an joy to play, full of amazing dunks and fancy moves. While the graphics aren't the best, they in no way hinder the gameplay. One of the strongest aspects of the game is its dunks and combos. Like the secret moves in fighting games of the *Street Fighter* variety, different combinations of buttons render a variety of different dunks and trick moves. This keeps the game interesting and fresh.

Another high point to the game is its two game modes: ESPN and ESPN2. In ESPN mode, you play the standard NBA teams in either single games, playoffs or a full season. If you get bored with this, then there's the ESPN2 mode, in which you can pick one of twelve World teams, each of which has original characters with unique traits and special abilities. This is a great addition because it offers a deviation from the typical player-and-court look found in other basketball video games.

One drawback is a problem that has plagued other basketball games in the past: stealing. Even on the easiest level it is much too easy to strip your opponent of the ball. The relative ease of stealing the ball tends to undermine and detract from a player's ability to use the great combo moves. This is a small complaint, though, and doesn't factor very predominantly.

It's important to point out that this is not a game for those who want a good simulation. Aside from team records, stats are not included in *Hangtime*. Also, the moves which the characters can perform are ridiculously exaggerated, making for some wild shows that are great to watch, but which might annoy gamers looking for a taste of realism.

If you're a big fan of *NBA JAM*, then this game could be for you. The moves are wild and the pace is fast. Even though it's neither revolutionary nor realistic, it should keep you playing. The ESPN2 mode is the way to go, with its creative characters and backgrounds, as well as a variety of playing styles unique to each team. Worth checking out; hey, how many other Sega CD B-Ball games are there?

—Geoff Higgins

BREAKDOWN

GRAPHICS

The animation could've been smoother.

7

SOUND/MUSIC

Slam dunk to a funky beat.

7

PLAYABILITY

Some great combo moves.

6

OVERALL
RATING

7

"The dunks and
combo moves
are great!"



SCOREBOARD

GENESIS BASKETBALL

	TITLE	MANUFACTURER	OVERALL	GRAPHICS	ANIMATION	AUDIO	SOUND R/R	CONTROL	SPEED	CHALLENGE	COACHING	REALISM	OPTIONS	INNOVATION	TEAM SELECTION	LICENSE
1	Coca-Cola College Basketball	Electronic Arts	9	10	9	9	9	8	9	9	9	9	9	8	9	8
2	NBA Live '95	Electronic Arts	9	9	9	9	8	8	9	9	8	8	9	8	9	9
3	NBA Showdown '94	Electronic Arts	9	9	9	8	7	9	8	9	9	8	8	7	8	8
4	NBA JAM Tournament Edition	Acclaim	9	8	8	7	8	9	9	8	7	5	9	7	8	8
5	NBA JAM	Acclaim	9	8	8	7	8	9	9	8	4	5	7	7	8	8
6	NBA Action '94	Sega	7	7	7	7	6	8	7	8	8	7	7	6	9	9
7	Bulls vs. Lakers and the NBA Playoffs	Electronic Arts	7	8	7	6	6	8	6	7	8	8	7	6	7	7
8	Doc Wolfe's "Awesome Baby!" College Hoops	Time Warner	7	7	6	8	8	7	7	7	6	6	7	7	7	7
9	Lakers vs. Celtics and the NBA Playoffs	Electronic Arts	7	8	7	7	6	7	6	7	7	7	6	8	7	7
10	David Robinson's Supreme Court	Sega	7	7	8	6	7	7	8	7	6	6	6	7	5	3
11	Jerrim	Virgin	7	7	7	8	8	6	7	8	6	8	8	6	6	n/a
12	NBA All-Star Challenge	Flying Edge	6	7	7	7	6	7	7	5	4	6	6	6	7	6
13	Jordan vs. Bird One-on-One	Electronic Arts	8	7	7	7	7	7	6	6	5	6	6	6	n/a	7
14	Pat Riley Basketball	Sega	6	7	8	6	6	6	7	6	4	6	5	6	6	3
15	Super NBA Basketball	Tecmo	5	5	6	6	5	5	7	7	8	5	6	6	8	6
16	Double Dribble	Konami	5	6	5	7	6	6	7	5	8	4	6	5	6	n/a
17	Darkley Shut Up and Jam!	Accolade	5	6	5	4	5	5	7	5	5	4	7	3	6	3
18	Arch Rivals	Flying Edge	5	5	5	6	6	7	8	3	4	4	5	4	5	n/a

SUPER NES SOCCER

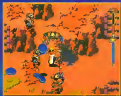
1	FIFA International Soccer	Electronic Arts	9	9	8	8	9	9	9	8	8	9	8	8	9	7
2	International Superstar Soccer	Konami	8	8	6	7	8	8	6	8	8	7	8	7	7	n/a
3	Tony Meola's Sidekicks Soccer	Electro Brain	8	8	7	6	7	8	8	8	8	8	7	8	7	2
4	World Soccer '94	Atlus	8	8	8	7	7	7	6	7	7	6	8	7	9	n/a
5	World Cup USA '94	U.S. Gold	7	7	7	7	6	7	8	8	8	8	8	7	7	6
6	Soccer Shootout	Capcom	7	7	8	7	6	7	8	8	8	7	8	6	5	n/a
7	Champions World Class Soccer	Acclaim	7	8	6	7	7	7	7	7	6	7	7	7	8	n/a
8	Super Soccer Champ	Taito	7	8	7	5	4	8	6	6	n/a	6	6	5	5	n/a
9	Super Soccer	Nintendo	6	6	7	7	6	7	7	7	6	7	6	6	6	n/a
10	Super Goal! 2	Jaleco	6	6	6	6	6	7	6	6	7	6	7	4	7	n/a
11	Championship Soccer '94	Sony Imagesoft	4	4	4	6	6	4	5	6	6	4	5	4	7	n/a

1	NBA JAM	Acclaim	9	8	8	8	5	9	9	8	4	5	7	7	8	8
2	NBA Hangtime '85	Sony Imagesoft	7	8	7	6	8	7	7	6	8	8	7	7	8	6



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